

ALADDIN ● SENSIBLE SOCCER ● TURTLES: TOURNAMENT FIGHTERS ● FLASHBACK ● T2 THE ARCADE GAME ● YOUNG MERLIN

PLUS! Turtles: Tournament Fighters OFlashback OLegend Of The Mystical Ninia O Wolfenstein ODaffy Duck





Issue <mark>25</mark> January 1994

TOTAL is the UK's biggest independent mag for Nintendo gamers.

FACT: Number of ABC Jan - Jun 1993 people who buy TOTAL each month: 70,648 **EUROPE'S FIRST INDEPENDENT MAGAZINE FOR**

TOTAL News

Hyper Nintendo update, news from the FES. American legal battles. Plus the return of our Japanese column...

Previews

We look at Wolfenstein, Zool and loads of other goodies!

Letters

Frank answers your questions and gets a nasty paper cut.

Reviews

Find out which games you should be shelling out for this Christmas.

Lambo compo

Win a giant bag of fabulous Lamborghini goodies!



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1 Letters

SNES Reviews

Demolition Man Dragon

Game Boy Reviews

NES Reviews

TOTAL Tactix

Subscriptions

TOTAL Recall

1 **Next Month**

CONTACTSEditorial

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Crikey! Those Mega Drive owners thought that Aladdin was the very pinnacle of animation. They obviously hadn't seen the Super Nintendo version. Check out our fantastic review on page 24, and hold on to your hats. This one is a stunner! But the really big question is - how does it play...



Look at the backgrounds. Check out the sprites.



Cover

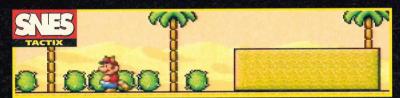
Boing! That'll teach you to kidnap my bird!

SUPER NES GAME BOY NES

For the total Nintendo picture, we're all you need!

TOTAL Tactix

You know how it is. That game looked so simple in the shop, but now you've got it home you're completely stuck. Fear not. We're here to help...















Super Mario Bros. 3

A complete players guide, from start to finish!

Link's Awakening

Part two of our vast guide to Zelda on the Game Boy.

Demolition Man

Sly's latest, and possibly greatest, is on its way to a Super NES near you. We ask Virgin if we can take a sneaky peek!



What are you looking at, eh? Think my lips look a bit funny, do you? Go on, shove off.



Blam, blam, blam! Take that, you vile futuristic blokes. Eat 20th century lead.

Dradon

We take a look at the hot new combat sim from Virgin. Live the life of Bruce Lee and kick a lot of people's heads in!



Yikes! All I wanted was a trim and a shave, there's no need to over do it.



In the news from TNN this month... Hyper Nintendo news... the Game Boy... The latest Nintendo book reviews... FES

Is it true that Nintendo's much-vaunted 64-bit machine has been put on ice? Will it be an arcade-only machine? Or is it all just gossip?

couple of magazines have recently reported that Silicon Graphics were planning to pull out of the Project Reality deal with Nintendo. Tish and pish more like. We spoke to Silicon Graphics and were told that this was just the usual rumourmongering that happens during any big deal. Project Reality is still on schedule, and you can expect to see the fruits of this venture in an arcade near you towards the end of '94.

If any problems do arise, they'll be linked to the use of virtual reality headsets in the home. The poor design of the headset's display system can lead to headaches and nausea. (Apparently, your eyes misinterpret the miniature TVs' perspective and can't work out whether they should be focusing on a distant or close object) Research is currently under way to find a new kind of viewing system. So when the home version of Project Reality does finally arrive, we could be seeing a true revolution in the world of home entertainment. Live 3D action in the comfort of your own home.

With a 64-bit processor, 24-bit true colour graphics and some as yet undisclosed custom graphics chips, this should make the existing VR arcade machines look a bit pathetic by comparison. Get it into homes and you may have some weird social phenomenon on the

way. Wild Palms anyone?

An artist's impression of Nintendo's 64-bit console -**Project Reality.**







Look at the size of that crowd! (Bonus points for spotting the ginger.



Bands played, people danced (a bit) and it was just like Woodstock. Honest, it was.

he Future Of ntertainm

he Second Future Entertainment Show came and went last month, and a bewilderingly good time was had by all. GamesMaster broadcasted live from the show and Dexter was on stage twice a day organising various challenges. Frank, Chris

and James were there too. Frank was presenting the National Gamesplayer Championship (leaving Chris to man the consoles). There were plenty of new games on show and thousands of people filling the joint - just take a look at these pics...



Ocean's diner was always full of hungry punters gagging for a burger or two.



And GamesMaster Live was there with Dexter, Bazzer and, erm, Nigeler.

Starwing 2... Latest Super FX 2 chip... Super Mario Land 3 on Show report... And more news from our US correspondent...

Enter the Winter Olympics and help Britain win a proper medal (none of that Torvill and Dean rubbish).

ulti-event sports games were huge in the mideighties, with the Daley Thompson and Games series topping the charts.

It's hardly surprising then that US Gold's newie, Winter Olympics, employs the same format as those ancient sportsters. There are ten events including downhill skiing, three types of slalom, bobsleigh, luge,



Ski-jumping's in there too, so you can experience the joys of flying through the air... And going splat.

45:08 096.63 kpt

You can ride the bobsleigh and emulate world famous bobsleighers like - ooh well, there's tons of them.

short-track speed skating and the ski jump.

Up to four players can take part, although only the shorttrack skating enables them all to play simultaneously. The game carries the official Lillehammer '94 licence and should be out in January - just in time for the real thing. Now, where did I put my ski goggles and woolly hat?



And, of course, there's downhill skiing - which is what I'm doing this Xmas. (Go on, rub it in - Frank.)

Honourable Bombermen

h, wouldn't it be great if we could set video game characters on politicians? Just imagine Zangief from SFII unleashing his spinning piledriver on John Major. Or what about Probotector laying into the Commons Select Committee on Home Affairs.

Great idea, eh? But for now we'll just have to make do with three fluffy Bombermen posing in front of the Houses Of Parliament, in this highly contrived photo. Still, they're cute...



Who'd have thought something cute and fluffy could bring down a government (Okay, yeah, there was the Profumo affair).

its Town

was med All was medically recently to flog his new Super NES uhammed Ali was in London and Game Boy game, the imaginativelytitled Muhammed Ali Heavyweight Boxing. The game's being touted as a new standard in boxing games. It's got a fight on its hands, though, if it intends to beat Electro Brain's outstanding Legends Of The Ring, which is due for release in the States in the very near future. Muhammed

Muhammed Ali on the Super Nintendo (Well, not on the Super Nintendo, but... Oh, you know). Ali Boxing will be out on the Game Boy at the start of December and on the Super **NES in January.**



o celebrate the release of Shadowrun, new software house, Laserbeam have sent us some stuff to give away. The first prize winner gets a copy of this engrossing Super NES game (81%, TOTAL issue 21), a complete set of the twelve Shadowrun novels and a copy of DMZ - the Shadowrun board game. The runners-up will each get a Shadowrun novel. To stand a chance of winning, just tell us which undead creature casts no shadow? Write your answer on the back of a postcard and send it to: Shadowrun Compo, TOTAL, 30 Monmouth Street, Bath BA1 2BW. Oh, and all the usual rules apply.

WAY OUT WEST



California's Attorney General Gets Tough...

Elected officials are always looking to make a name for themselves in the USA. If they're not grinning inanely while making a stand against squeezable cheese (hurrah), or demanding that handguns are made illegal, they're grinning inanely while opening new squeezable cheese factories (boo), or defending the individual's right to carry huge bloody bazookas.

But I digress. The news here is that California's Attorney CORPION W General, Daniel E Lungren, has taken it upon himself to lead the growing crusade against violent video games. In letters to Sega, Nintendo and Capcom he states:

"As California's chief law enforcement officer, I am deeply concerned with the rising trend of juvenile crime in our State and the escalation of violence on our streets. Part of the problem

lies with our society and its culture of violence. Our children are becoming desensitised to violence because of their constant contact with gratuitous violence throughout their everyday lives... I am writing to you today to ask you to stop the manufacturing, licensing, distribution or sale of any video game title which portrays graphic and gratuitous violence.

So will the game industry take note? Find out how Sega, Nintendo and Capcom reply next month...

President Clinton's Pussy Cat...

...Goes by the name of Socks. And with the Americans being the fruitcakes they are, he's become a bit of a star. Socks, it seems, is set to appear in his own SNES game called Socks Rocks The Hill. The game sees America's First Feline searching the White House for an ex-KGB agent intent on destroying Washington with a Rush Lim-Bomb.



Socks the Cat Rocks The Hill. That's Americans for you...

He's back. TOTAL's **US** correspondent, **Neil West, delivers** the latest Nintendo news from the other side of the Atlantic.

Virgin Introduce The mablazers

The Dynablazers are a selection of rollerblading, hockey-playing dinosaurs, and next summer (if Virgin have anything to do with it) they will be the stars of biggest video game around.

Details of the game are thin on the ground at the moment, but I've seen the basic animation going through its paces, and I can tell you that it looks well impressive. More news as I get it...

Death Of Superman

Sunsoft plan to release a Super NES video game title based on the comic book The Death Of Superman. Sunsoft have had a lot of practice with superhero-based platform games, but so far they've failed to come up with the goods. Let's hope they get their act together for this Super NES venture, because this is one license that's too good to waste...

Battle Of The Beat

Mortal Kombat:

Graphic and

gratuitous

violence?

Capcom have taken Data East to court. They claim that Data East's coin-op beat 'em up, Fighter's History, has ripped-off many of Street Fighter II's features, and they're not happy about it.

This is no big deal in itself, but the result of this court case could well have a knock-on effect for the rest of the video game industry. If the court decides that Fighter's History is indeed rippingoff Street Fighter II, then what's to stop Capcom prosecuting the makers of all the other Street Fighter II clones which have flooded the market recently? And who's to say that one shoot 'em up isn't ripping-off another shoot-'em-up?

The implications of this court action are far reaching and may, in the long-term, result in games being pulled from the shelves. Let's hope not, because more choice has got to be a good thing...



So, is Street Fighter II really the ORIGINAL beat 'em up?

Super

Super FX chips, fab eh? Well, yes.
But so far Starwing is the only game to use the Nintendo's 3D graphics chip, and Super FX games aren't exactly falling over each other to hit the shelves.

Things are looking up, however, with the news of Nintendo's Starwing 2. The sequel, which uses the new Super FX 2 chip, will run at twice the frame rate of the first game in oneplayer mode and include a new two-player split-screen option.

Not wishing to be left behind. Elite have not one, but two Super FX games in development. Power Slide's a one or two-player rally/racing game, and like Starwing 2, it will also

have a split-screen option for twoplayer games. The second Super FX Elite title is another, as yet untitled, driving game which will push the Power Slide concept even further.



Remember this? Well, hopefully Starwing 2 will look even better, thanks to the new FX 2 chip.

uper Chase HQ

emory Lane time. When Chase HQ first came out in 1987 it was one of the few violent driving games around. The idea behind the game was to smash your police Porsche 928 into the back of escaping felons' cars in an attempt to force

'em off the road. Super Chase HQ keeps the same format, but changes the graphics - you view the action through the windscreen not from behind the car as in the coin-op original. There's no firm UK release date as yet, but we'll keep you posted.



When you finally catch up with the felons in Super Chase HQ, one of them starts shooting.



Tunnels and turbos. (And an impossible alimpse of the driver in the rear-view mirror.)

Jim Power in 3

ey! Spook! A 3D game. Is this some virtual reality trip, or something? Well, no. Not exactly. You know those crappy cardboard 3D glasses with one red lens and one blue lens which you can use to watch special TV shows or films? Well,

Electro Brain's latest offering, Jim Power uses a similar system

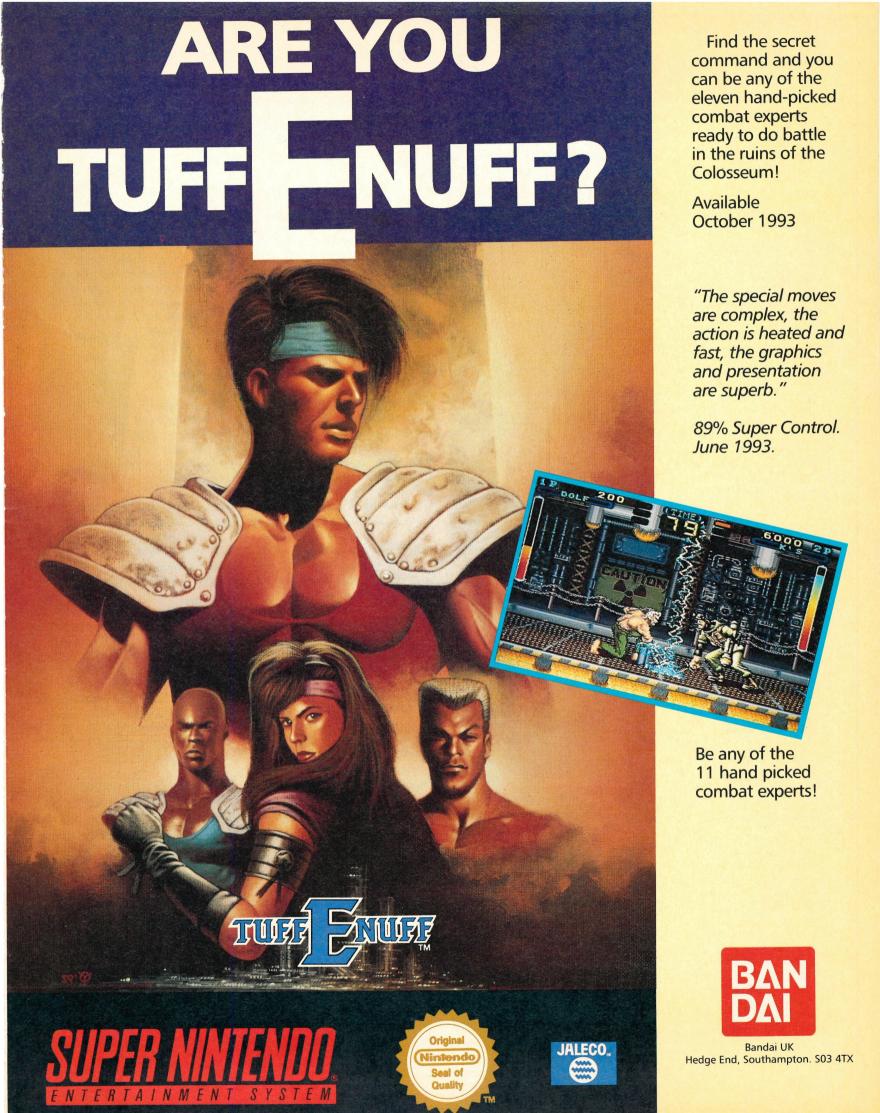


Is 3D a new dimension in gaming or just a gimmick?

to give a (sort-of) 3D effect. No doubt they're hoping this will make Jim Power stand out from the deluge of other platform blasters which will make their appearance that month... Week... Day... Hour...



Jim Power will use special polarising lenses so you can view the game in 3D.



WAY OUT EAST



Japan is the home of Nintendo. It's also the home of the hottest events on the Nintendo games scene. Read on...

Super Mario Land 3 is go...

Oh yes, the third in the Game Boy Super Mario series is on its way, and it looks set to be the best title since Zelda. Currently under development at Nintendo's Kyoto HQ, the game looks set for release in Japan at the start of '94. Hopefully, it should reach us here in the UK by the middle of the next year. We'll keep you posted...

And in Starfly, you move a firefly around the screen, pressing buttons to sound different

Now. I hate to damn a game before I've even seen it, but this cart sounds like it could be the worst thing on the SNES for a long time.

Dragon Ball Z 2

You know, over in Japan Dragon Ball Z is a phenomenally popular cartoon series. Shame then that the only

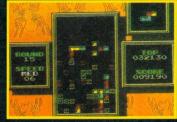
connection we've had with it, is through the third-rate beat 'em up with a dodgy split-screen display.

Well, the Japanese obviously spent enough dosh on it to warrant a sequel, because one's on its way. And, surprise-surprise, it's going to be almost exactly the same as the original, right down to the split-screens and lack-lustre graphics. Some people never learn...

TETRIS FLASH

A new NES game just out in Japan is Tetris Flash. This is the latest puzzler to try and emulate Tetris's incredible success. Gameplay's a combination of Tetris and Dr Mario. Tetris-style blocks can be rotated as they drop onto the screen, but like Dr Mario, they only disappear when there's a row of the same colour.

Doesn't sound all that amazing to us, but Nintendo are releasing this cart to coincide with the re-launch of the new-look NES in Japan, so they're clearly hoping that it'll give the Jap NES market a boost. Whether the game, or the newlook NES, will come out in the UK is another matter, but we'll be surprised if you see either of them.



Tetris Flash is intended to revive the NES's fortunes.

Sounds Familiar...Nintendo of Japan are developing a mouse-compatible music cart called Sound Factory, but if it's anything like Mario Paint's music it'll be as much use as a broken stylophone. The game isn't a proper music programming system, but it does include three different games - Pix Quartet, Beat Hopper and Starfly which are presumably aimed at teaching kids about music.

In Pix Quartet, you draw a picture with a palette of 16 colours and then select four bugs who crawl across your picture playing a different musical note as they cross a new colour. Beat Hopper looks like Q*Bert, but it plays different drum beats as you land on each square.

Return Of The Mystical Ninja

Blimey! We've only just reviewed The Legend Of The Mystical Ninja and already the sequel's on its way. Actually, Mystical Ninja's been around in Japan for almost two years now, and the sequel, Goemon 2, does a whole lot more than most sequels.

The formula's the same as the original, with a mixture of platform levels, adventurey bits and a kooky Japanese story. Like the first game, it's got a load of little sub-games to play, including the entire first level of Konami's shoot 'em up Xexex. Sounds great!



Mystical Ninja 2's extremely mystical - that or plain weird.



And it's even got platform levels (inevitable, I suppose).

Book 'Em, Dano

Another month of Nintendo books. **Another selection of biting critical reviews** from our jury of literary Steve McGarretts.

Beyond The Nintendo Masters £9.50

Now, this book's supposed to be an "advanced guide for serious Nintendo gamers". If that means gamers with practically no need for a help or tips then they'll be okay, but the rest of us will be well and truly stumped. The book's really vague (to retain the game's sense of mystery, I suppose), which

is pretty useless. After all, the only reason you buy a tips book is cos you're stuck. What's worse, there are only 16 NES games covered in the entire thing. This isn't worth a tenner of anyone's money.

The Big Book Of Nintendo games £15.45

With over 450 pages covering more than 80 NES and Game Boy titles this pretends to be value for money, but

don't be fooled. Only a few games get more than two or three pages and most of the information seems to have come straight out of the manual (including about a page or so, on the storyline of each game).

The tips, when you actually sift 'em out, prove to be very strong contenders for the Murray Walker Stating The Obvious Awards. And many of the games tipped are American-only releases. What a turkey!

Legend Zelda 3 Game Secrets £12

Ah! This is much more like it. A book with an extremely helpful and hugely-detailed solution to one of the toughest Super NES carts around.

The book has chapters devoted to the bosses, dungeons, items and other bits and bobs, as well as maps of the Light and Dark Worlds and a complete solution to the game. If only all game books were this good.

Awesome Super NES Secrets £10

Brilliant stuff. This sequel maintains

the high standards set by the first excellent book in the series. With 32 complete player's guides and over 100 cheats for various other SNES titles, this is a must buy. Almost all of the games covered are out in UK, and if you've got a

Super NES there's sure to be some-

thing in this book for you.

Taken together, the Awesome Super **NES Secrets books** are the very best you can buy. Highly recommended.



Super Empire Strikes Back Guide £12

This book really is complete tosh, especially considering the game's not hard, just laborious. The only secrets it gives away are the locations of a

few hidden caves concealing the odd extra life. And the book's padded out with tat from the film, like a few lines from the script or a handful of cruddy sketches. What loony would pay £12 for this crap? Ah, hello, I didn't

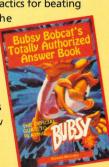
see you there, Mr O'Connor...

Bubsy Bobcat's Totally Authorized Answer Book £12

This book does show you absolutely everything in the game - every bonus, every 1-Up, every continue, every restart point - everything, really. Each level is mapped out, and screenshots show you how to get at

> all those difficult-to-reach items. There are even tactics for beating

the bosses. The thing is, Bubsy The Bobcat is a pretty straightforward game, so who needs a guide? And £12 is very steep for a few morsels of info.







Ever fancied being able to see into the future? Well, in TOTAL's Previews section we predict with remarkable accuracy what games are going to be coming out for your Nintendo. (We can't tell you who's going to win the 3:30 at Haydock Park, though.)



Shooting lots of Nazis is the aim of the game. I can hear Mary Whitehouse now...



Actually, the aim on most levels is to find an exit. And shoot lots of Nazis on the way.

For Super NES

From Imagineer

Out January

ry and imagine you're in a movie that's a cross between Where Eagles Dare and the Indiana Jones films and you'll have a rough idea of what to expect from Wolfenstein 3D. The game puts you in the shoes of an American super-soldier, a real one-man army type of guy, who has to take on the Third Reich's finest in a series of dangerous missions.

Everything is seen from the point of view of the lone American soldier. You chase about the dungeon-like Nazi bases, killing as many of them as you can. The game moves at a hell of a pace, but if you dash around the mazey levels at breakneck speed you'll soon blunder into a group of gun-toting Stormtroopers and wind

up 'missing in action'.

The tables and chairs might look nice but you can't do anything at all with them.

Although Wolfenstein 3D may sound like a plodding role-player, it's not. In most of the missions you'll be stalking through the levels searching for keys and hidden rooms and having a few firefights with the guards on the way.

Wolfenstein started life on the PC, and although the Super NES version doesn't have the same amount of graphical detail, it still oozes atmosphere (and lots of blood) and is a right old challenge too. We'll have a full review in the next issue of TOTAL (if the Nazis don't get us first).



If you let the Brownshirts get this close, you're as good as dead.



Later levels are full of zombies brought back to life by Nazi doctors.

Wall to wall goose-stepping...



To give you an idea of how Wolfenstein works, here's a look across a room.



You've walked a bit further into the room and are now standing over a Nazi corpse.



And here, you're right up against the wall, in front of a Nazi coat of arms.

REVOC.

For Super NES From Irem **Out Soon**



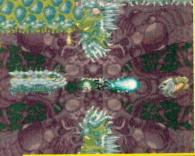
All right, then, Mr Clever, let's see you get out this situation.



Doesn't look like much but when it's moving, it's stunning.



The R-Type power beam is even bigger now.



Level two is set underwater and is full of crustaceans.

Number three in the series keeps to the same formula as all the other R-Type incarnations,

although the slowdown's not so

apparent. The gameplay? Well,

it's a horizontally scrolling shoot

'em up, with power-ups, giant

end-of-level guardians, some

tortuous level designs and all the

usual stuff. Expect the, er,

expected if it appears in the UK -



You get a selection of three pods to choose from.

At the end of level 2 you face a dodgy-looking bad guy with one eye and these... Er, things.

long with Konami's Nemesis, R-Type redefined the scrolling shoot 'em up genre in the mid-1980s, and Super R-Type was one of the first Super NES games out in the UK. Well, what that brief history

lesson was leading up to is the fact that there's now an R-Type III. The big question is whether developers Irem are further refining the concept or simply flogging a dead horse.

Mario's Time Machine

For Super NES From Mindscape **Out February**

fter the success of Mario Is Missing, Mindscape have another well-crafted piece of Mario 'edutainment' on the way. Mario's Time Machine is less of a run-around than the



In Vienna, Mario has to find out about Beethoven.



Beach bum Mario 'time surfs' his way through history.

first game and will expand the mind of many a young Super **NES** player.

Bowser has stolen artifacts from famous people in history and Mazza has to return them. He travels back in time to meet each historical figure, find out about them and then give them back their artifact. Looks very good and very 'worthy'.



Michelangelo gives Mario some advice on sculpting.



Back in Vienna, Beethoven ignores Mario's pleas for help.

Monster Max

For Game Boy From Titus **Out New Year**

it's just out in Japan.



Monster Max follows in the footsteps of great isometric 3D games like Knight Lore and Alien 8.

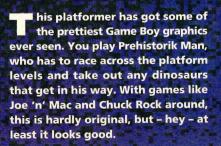
sometric 3D adventures like Knight Lore, Alien 8 and Gunfright used to be all the rage on the Spectrum a

few years ago. They were all coded by Ultimate, who since the late '80s have been working under the name Rare. Monster Max is an isometric 3D adventure and it's by Rare, and it's very similar to Alien 8, so there you go.

The graphics work really well on the Game Boy, and the puzzle-based gameplay eases you in, with a tutorial and nine training levels before you move on to the ultimate mission. Monster Max looks to be one of the best new Game Boy titles around and we'll be reviewing it as soon as we can.

Prehistorik Man

For Game Boy From Titus **Out New Year**





Prehistorik Man is yet another antediluvian adventurer who braves all for no apparent reason.

Desert Fighter

For Super NES From System 3 **Out Soon**

emember Desert Strike, that Gulf War-style shoot 'em up that let you loose in a helicopter gunship? Well, Desert Fighter has a lot in common with that game, except that instead of gunships, you fly heavily armed war planes:

That pipeline's looking vulnerable. And very pipey.



An A-10 Thunderbolt or an F-15 Strike Eagle.

The game has the same isometric 3D view as Desert Strike and the missions work in much the same way as well destroy a few key objectives and knock out as many other targets as you can. It all looks very Desert Strikey... with a hint of Desert Strike and perhaps a touch of... Oh, you get the idea.

Who would have thought that Asda had a shop in the desert?









Use the menu screen to get tooled up before you fly off.

Zool

For Super NES From Gremlin **Out January**

ool is a big hero on the Amiga, but on the Super NES he'll have his work cut out to beat Mario. This version does look very bright and colourful, though, with loads of varied levels packed with parallax. It also seems nice and fast, and Zool has lots of 'humorous' traits like all the other platform stars. To find out if the game's any good to play, though, you'll have to wait for our



The ninja from the Nth dimension hits a continue.



111-1

For Super NES From Gametek **Out January**

he puzzley gameplay of Humans is remarkably similar to that of Lemmings. You use icons to manipulate the actions of a bunch of cavemen in order to steer them to safety. Each of the levels helps the cavemen to evolve and learn about how to use weapons, how to use fire and so on.

We thought the Game Boy version was a little slow and the levels too sprawling, but we'll have to wait and see whether the NES Super version is any improvement.

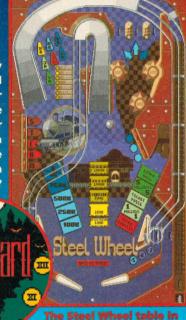


The Humans slowly evolve. **Next stop: Frank.**

Pinball Dreams

For Super NES **From Gametek Out January**

inball Dreams is widely regarded as the best pinball game on the Amiga, and the Super NES game can't fail to achieve the same status - so far the only other one we've seen is Jaki Crush, a Japanese import. This has the same tables as the Amiga version and... Uh, what else can we say? C'mon, it's pinball, with a shiny steel ball and lots of noise and flashing lights and stuff. If it's any good, you can bet that the



full Rolling Stoneless effect.

Blues Brothers

For Game Boy From Titus **Out New Year**

TOTAL team will

Iso known as Blues Brothers Juke Box Adventures, this follow-up to the first Super NES Blues Brothers game, which came out earlier this year (see TOTAL issue 19), follows exactly the same format. You play either Jake or Elwood and have to make it across a load of tough platform levels, collecting records and using them as missiles to take out the groovy **Brothers' on-screen** enemies. We'll have a full review next ish.

review next issue.



Another blasted video game from Woolworths.



£44.99

Tune into our Thumb-Busters Games Guide twice a week on Atlantic 252, Capital and selected FM stations.







Frankie's **Shorties** Small is beautiful!

Dear Frank,

Will Pinball Dreams for the Super NES be worth getting or should I wait for Pinball Fantasies?

Bruce Henning, Moray

Wait and read the review, but it's not looking that great. FRANK

Dear TOTAL,

Why have Game Boys dropped in price so drastically? Is it because they have become less popular?

Frank Spencer, Hemel Hempstead

No, it's because Nintendo want everyone to own a Game Boy (like Sony with their Walkman thingy). The more people who own Game Boys, the more games will be sold and the more money Nintendo will make. Clever, really. FRANK

Will there be any decent 'Scope or mouse games coming out in 1994? Craig Nightengale, Tyne And Wear



Yes, but I don't know what they are. Mario Music is on its way, though - it's a bit like Mario Paint, but with music. FRANK

Dear Frank,

Do you think it is worth buying Street Fighter II Turbo if I already own normal Street Fighter II?

Lee Starkey, Leicester

Hmm. I'd do it, but then I've got loadsamoney. FRANK

Frank may be a failure at everything else, but one thing he can do is answer letters. Actually, come to think of it, he can't do that very well either.

o more

Dear TOTAL,

I would like to air my views on censorship. I must be in a very small minority that doesn't mind that Mortal Kombat was censored. Why is everybody so ticked off about it? Does it really matter? The game is still great. I think that games generally are too violent. Most

games nowadays are violent about 90% of Super NES games are violent. No wonder the world is at

war so much. I am not saying that all the wars in the world are due to violent video games, but there is so much hate in the world

today that we could do without it influencing young children. Young children were heavily influenced by Street Fighter II - on

a TV programme a young boy said he had tried Zangief's spinning piledriver on his brother. I realise that this only influ-

Prize Letter

enced a small number of people, but it only takes one young boy to die to remove violence from video

games altogether. Secondly, about BBFC classifications of games (U, PG, 12, 15, 18). This would just go the same way as

Electronic Game Boy?

Dear TOTAL

Your mag is absolutely ace. Here are some questions I would like you to answer.

Are Electronic Arts ever going to release anything for the Game Boy? Desert Strike would be very nice!

How will Tetris 2 on the Game Boy be different from the first game? Could it possibly be better?

I have some really good ideas for characters for games. How would you recommend I contact the game companies to tell them about my ideas?

I am hooked on Manga videos. Do you know if there are any Manga games coming out for the Super NES?

I heard that T2: The Arcade Game is being programmed for the Super NES to use the Super Scope. Would this be a good reason for purchasing the 'Scope? Lee Chapman, Leicester

Dear Lee.

Not in the near future, I'm afraid.

I doubt whether the gameplay will change at all, but there will probably be more options and things.

Use the addresses they print on their ads.

Yes, Ranma, Fist Of The **North Star and Akira are** all either available on import or on their way.

t might be, but all Super Scope games are by definition limited, so unless you really like blasting, think hard before you splash out. FRANK



Fist Of The North Star (left) and Akira: just two of the Manga classics coming soon to your Super NES.

eird Places I've Played

ame Bo



(Number 22)

NAME Peter Reeves FROM Macclesfield, Cheshire

Now, there are loads of crap puns we could make about this picture. We could mention that Peter's favourite Game Boy game is Tiny Tombs. We could point out that he's committing a grave offence. Or we could say that he's looking very cryptic. But we won't. We'll just say: 'That's a nasty coffin you've got there, Peter!'

Oi! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

video classifications. I'm sure that many of us have seen 'older' classification films, and I think that young children would simply get their older brothers or sisters to buy the game.

David Farley (15), Kent

Dear Dave,

It comes down to individual personalities. Some people will be influenced by lots of things. If that means video games, it probably means movies and TV too. Even though there are people who can't tell the difference between fantasy and reality and carry the fictional violence they see into real life, you can't blame video games themselves for this. The problem is that the media have made games the scapegoat for lots of social ills, ignoring the fact that exactly the same accusations could be levelled at themselves. Basically, it's up to each person to control their own behaviour and that of their children. FRANK

Mario is the star!

Dear TOTAL,

Firstly, I would like to say your mag is brill. I have a few questions.

- Is Sonic dead? Now that Mario All-Stars, which you rated 99%, has come out, Sega's attempt at Sonic 3 looks about as good as Jaws 3. Sorry for going on about it, but Mario is so different every time, which is why it's so good, but Sonic is all the same.
- In Issue 23, you showed a plan for a new hand-held which played NES games. Does this herald a wider selection of better games for my humble NES? I hope so.
- I would like to buy Kick Off (93%) for my NES, but have heard that Sensible Soccer is coming soon. Should I wait for it or buy Kick Off?
- Finally, when will a decent beat 'em up be coming out for the NES?

Rod Law, Tonbridge

Dear Rod,

- You are correct, Mario All-Stars is the greatest and Sonic 3 could never be better.
- Nope. The product you mention was in development by a company called Innovation. It looks good, admittedly, but it's illegal and unlikely to succeed.
- Sensible probably won't appear on the NES for ages, if at all.
- There are a few. Mighty Final Fight is good and should be here soon. FRANK

Who cares about MK?

Dear TOTAL,

Why is everyone slagging off the Super NES version of Mortal Kombat purely because Nintendo made Acclaim cut out the gore? In my opinion, while the gore made the game slightly different, it didn't improve the gameplay. Therefore the actual gameplay

Godzilla and Sword Master. FRANK Dear Frank.

Is there ever going to be a decent wrestling game for the Game Boy? **Barry Wright, Roehampton**

How do you decide on your TOTAL ratings? What do you think is the worst NES game available? Wayne Page, London

We play them a bit and then we have a cup of tea while a computer does all the real work. But seri-

ously... We on the TOTAL team have a vast experience of video

games between us, and we usually know instinctively what mark a game should get. The worst NES

game has to be a toss-up between

Dear Frank.



Wrestling on the Game Boy doesn't really work.

Sadly, wrestling doesn't really translate very well to video games and it's unlikely there will ever be a good wrestling game on any system. FRANK

Dear TOTAL,

Will Mortal Kombat ever come out on the NFS?

Paul Hindle, Preston

It was originally planned that it would, but Acclaim are being very quiet about the whole thing. We'll have to wait and see. FRANK

Dear TOTAL

In Street Fighter II Turbo, could you use codes from the original Street Fighter II game if you had an Action Replay? If not, then why not?

Andrew Jacovou, London The order of programming is

changed, so the codes don't work between games. FRANK

Dear TOTAL.

I think your mag is brill but I'm afraid I've found a mistake. In issue 23 I was looking at the guide for Super Mario Bros. in Super Mario All-Stars. In step 19b it said ghmmnbjbh hbnghmmnbjbh hbnghmmnbjbh hbnghmmnbjbh hbnahmmnbjbh hbnahmmnbjbh hbnghmmnbjbh hbnghmmnbjbh hbn! I don't know if anyone else has found this, but I know that I'd like to find out why it's like that, so could you please tell me what it is.

Martin Brewer, Dyfed

Yes, it is indeed a mistake, and, yes, we have noticed it. It happened because of the way magazine pages are produced. When the art people lay a page out on computer, they type gibberish in the spaces where the captions are supposed to be. The writers then know where they have to type the proper captions. In this



Write to TOTAL and win a fabbo-brill Konami game!

Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

As Konami make the excellent **Probotector, the equally** wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

case, someone forgot to type in the right text, and the page went to the printers with the original random letters still there. Every magazine has mistakes, but we must admit that this was a prize howler! We'll try to make sure it doesn't happen again. FRANK

Dear TOTAL,

I have heard that Akira, the Manga cartoon, is to be released on the Super NES in Spring '94. Is it true? Will there be any more Manga releases and could you tell me which ones are out now? Michael Mandia, London NW1

Yes, it is indeed true. T.HQ are the lovely fellas responsible for licensing this amazing movie and the game will feature loads of elements from the film. Dragonball Z 2 is coming out shortly and there are plenty of Manga RPGs already available, FRANK

Yo, Frank!

Peace and respect to TOTAL and the guys. Just one question (I don't want to trouble your little minds). When will Super Bomber Man be on official British release? See ya, dudes!

Steph Allman (12), Wednesfield Now! It's from Sony rather than **Hudson Soft and it's just about the**

fabbest thing ever. FRANK

Dear TOTAL,

Are there going to be any more TV adverts for the magazine, because I missed them the first time around? **Mark Wilson, Daventry**

Probably not. Now we're successful we don't need to advertise. FRANK

In issue 23 you forgot to put the answers for the TOTAL Teaser. Could you tell me them?

Claire Barker (14), Surrey

We didn't forget - we simply didn't have enough room to fit them in. Sorry about that. Anyway, the answers are: 1. Lamborghini American Challenge (Super NES); 2. Kirby's Dreamland (NES). FRANK

Dear TOTAL,

My friend told me that Nintendo are making a 3DO machine that takes Super NES, NES and Game Boy carts. Is it true? Steven Winfield, Derby



This is a 3DO, not a Nintendo!

Honestly, I don't know where you lot get your ideas from, I really don't. No, it's not true, and it's a pretty ridiculous idea, if you think about it. For a 3DO to be able to play Super NES, Game Boy and NES carts, as well as its own software, it would basically have to be four consoles in one. And even if it were possible, why would 3DO, potentially one of Nintendo's biggest rivals, want to help Nintendo's software sales? FRANK

is really no different from the arcade original, which wasn't as good as Street Fighter II anyway, however much people made it out to be.

Now that I've got that off my chest, a few questions.

- Which is the best basketball game available on the SNES?
- Apart from FX Trax, are there any other Super FX chip games in the pipeline?
- Which is better, the Asciiware Super Advantage or the Nintendo Scoremaster? Thanks for listening to me. Sam Woodman, West Sussex

Dear Sam,

The 3D one called Super Slam Dunk, It's not available in the UK yet, though.

- Yes, Transformers from Argonaut, Starwing 2 and a couple of driving games are on the way. Most of the games being developed are top-secret at the moment, so there could be more we don't know about.
- They're both great, but a bit on the pricey side. Get the cheapest one. FRANK

First-time buver

Dear TOTAL

Congratulations on a great magazine, which is now better than ever. I have some questions and queries for you to answer.

- How much is TOTAL issue 1 currently worth?
- Do you think GamesMaster has gone downhill since Dominik Diamond left? Dexter Fletcher's voice is so annoying and Games World is a much better programme anyway.
- Why do publishers (especially Ocean) give games infinite continues? It really shortens the

life of a game. I finished Mickey's Magical Quest on the first night I bought it!

Thank you for answering my questions, and keep up the good work on the mag.

Matthew Bailey, London

Dear Matthew,

A million billion pounds, probably.

Nah, Dex is me top mate and 'e's great and 'e's snogged that girl off Press Gang, Julia Swahala or somefin' (said in a Dexter-type Cockney whine).

Because they're mad, that's why. FRANK

000

Dear TOTAL,

First of all, well done on making such an ace mag and congratulations for getting rid of Thicky and Baldy, cos they were ugly and made TOTAL ugly too. Here are my questions for you.

If I already own Super Mario Bros. 1, 2 and 3, is it worth buying Mario All-Stars?

Will Prince Of Persia 2 ever come out on the Super NES?

Will Day Of The Tentacle be released on the Super NES? Are there any plans for a

Starwing 2? **Gareth Deaves, Telford**

Dear Gareth,

No, it's not. Except it might be, just for the Lost Levels game, which is brilliant (and extremely tough). Apart from that, you'd just be paying for nicer graphics, cos the gameplay's the same. You could always sell your other carts (try TOTAL's reader ads pages), and then it would be worth it.

Hmm. Possibly.

Nope.

Yes. FRANK

Dear TOTAL,

Well done on issue 23 – neat cover. I'm a proud owner of a Mega CD and a Game Boy. I'm trying to decide whether to get a Super NES and just want to know the answer to three questions.

Is Super NES Street Fighter II Turbo better than the Mega Drive version?

How much does the Super NES Street Fighter II Turbo package cost?

Don't be biased or anything, but do you think I should sell my Mega CD and Mega Drive to buy a Super NES?

Andrew Southam, Kent

Dear Andrew,

Absolutely. Better graphics, better sound and better gameplay. No contest.

About £140-£150.

Yes. Apart from all the other considerations, the games are better. FRANK

The joy of sticks

Dear TOTAL

Your mag is smart. I am thinking of buying another joypad for my Super NES as I own Street Fighter II and want a two-player game. There are so many Street Fighter II joysticks out there, I just don't

CD-i to die for?

Dear TOTAL,

One of my friends wants to get a Philips CD-i at Christmas. Is it good? Is it awful? If it's awful, I feel I should warn him. He has a tendency to buy computers and consoles without finding out whether they are good or not first. This friend of mine also reckons that Philips told Nintendo they would make the CD-ROM for them

in exchange for the use of names such as Mario and Zelda. Now they have the use of these names, he says that Philips will not bother to make the CD-ROM. Is this true? I have seen Zelda and Mario games in my friend's Philips catalogue. Jack Daney (14), Uckfield

Dear Jack, The CD-i is a funny bit of kit.

It's very powerful, but the software support has been disappointing, to say the least. Things may improve with the advent of the full-motion video cart. If this takes off, then the machine has a good chance of succeeding. The software will then improve and you'll be able to watch movies on the system as well. FRANK



Dear TOTAL,

I don't want to criticise you, but I think that Super Mario All-Stars was rated too high. It is indeed an excellent game, but it doesn;t leave much room for that special game that might exceed its sheer brilliance. Simon Bell (15), Peterborough But All-Stars was that special game! To be honest, the mark was based not only on the quality of gameplay, which has remained the same through the years, but on value as well, and in that respect All-Stars is unlikely to be bettered, ever. FRANK

Dear TOTAL,

I was disappointed to see that the conversion of that great piece of Manga, Akira, will be done by T•HQ, who brought us such 'great' games as Home Alone and are currently making that masterpiece Thomas The Tank Engine. And why did Cybernator lose its Manga style in the UK? Please, Mr Nintendo, we Brits do like Manga! **James Moore, Plymouth**

T•HO have actually improved quite dramatically of late. They've been investing in programmers rather than licences and the recent batch of games is better. Hopefully, Akira will be better still. FRANK

Erm, hello, Franko,

It seems to me that the Zelda games seem to be getting better all the time. Do you think the next one will topple the might of Mario? Ross Shiell, Roxburgh



Zelda: just as good as Mario, but different.

Horses for courses, Ross, m'boy, horses for courses - some people prefer the strategic depth of Zelda, while others like the all-out platform action of Mario best. There will always be a place for both of them in the Nintendo hall of fame. FRANK

TOTAL Teaser

What are these games?

(Answers below.)

know which one to choose. Can you advise me on this? Will I be able to use the joystick for other games as well?

Jody Buczynski, Harlington

Dear Jody,

You can use all the Street Fighter II sticks for other games, but the only good programmable one is the Patriot from Fire. Any big stick makes the special moves easier to perform, but vote with your pocket and beware of spending a fortune on a ridiculous stick (some of them are as big as houses and just as expensive). FRANK

Golden

Dear Mr TOTAL,

The other day I bought one of those new-fangled computer games for my old Bush black-andwhite television set with my pension money. You see, I am 87 years of age and my matron has advised me strongly against making such a purchase as I have very bad arthritis in my hands and my eyesight is failing. Imagine her surprise when after only half an hour on the Electronic Arts game Bulls Vs Blazers on the Super NES, I managed to win the NBA Championship by using the In Your Face Slam and a Windmill Finger Roll!

I would very much like cartridge prices to come down. You see, after I've purchased my Steradent, pop socks and air freshener for the week from the local co-op, I don't have much money left over from my pension (it's not like it was in the old days).

Thank you, young man. Enid Maxwell (87), aka John Wigley, Manchester

Dear Fnid

Mind and wrap up warm and don't listen to matron. We would like cart prices to come down too, but it depends on loads of factors, not least the price of RAM chips. They're very expensive and hard to get hold of these days. FRANK

New and improved

Dear TOTAL

Firstly, I would like to congratulate you on your completely fab new image. I think it's great. I really liked the double-sided poster, too.

How come the TOTAL team keeps changing? Is there a bad smell in the office or something?

I know TOTAL is changing, but please don't say there will be no more TOTAL horoscopes!

Will Lemmings 2 on the Super NES be the same as the Amiga version? What other formats will it appear on?

Thomas Gunn, Bucks

Dear Tommy,

No, we got rid of all the people who smelled bad.



We might bring them back. Write in if you want to see them again.

If it actually comes out, it will be the same as the Amiga version. FRANK

Dear TOTAL

I am writing to complain about a screenshot from SFII in issue 23. It shows the British flag and underneath this is written 'England'. I think this is very bad considering Britain is one of Nintendo's main markets and I think they should check for this sort of thing. Michael Suggate, Hornchurch

Dear Mikey,

Tell me about it. I'm as sensitive as any Scotsman to being lumped together with the Sassenach masses. Thing is, loads of British people think that 'England' equals 'Britain', so you can't expect the Japanese to know better. FRANK

Write to...

Send all your letters to: TOTAL Letters 30 Monmouth Street, Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae.

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speak to LIZ Duffin.

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Fantasy or Reality?

Dear TOTAL.

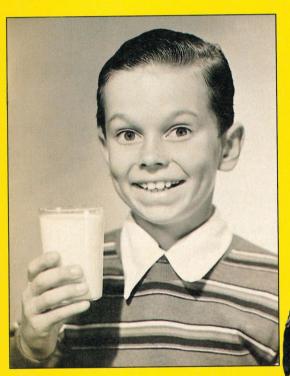
I have heard that Sega are planning a 32-bit super-console. My mate reckons that this will be better than Nintendo's Project Reality. I read that the new Nintendo machine would be 64bit. Does this mean that it will be twice as good as the new Sega console? Will it have Mode 7 or something better?

Paul Travis, Windsor

Dear Paul, It's impossible to say exactly how much better it will be. What is certain, though, is that it will be better. It will also definitely be faster - probably about four times as fast, although we don't know the final specifications yet. As for Mode 7, there won't be any need for it - polygons can do better stuff. FRANK







It's time to earn respect.

To be a worthy Samurai you'll certainly need your mighty sword. But you'll also need wisdom to summon the Wizard Mage, and skill and power to scale the insurmountable walls and leap over pools of fire.

A mixture of aggression and wits will aid you in your quest to become the ultimate warrior.

And then they'll have to take you seriously.

FIRS



SUPER NINTENT SYSTEM



Still haven't decided what game to ask Santa for this Christmas? Well, here's the TOTAL team to guide you through the Winter Wonderland...

The TOTAL review crew

Christmas is coming and – with 40 pages of top reviews - TOTAL's getting fat. So, read, drink and be merry and we'll see you all in the New Year. Until then, **Merry Christmas!**



FRANK

Frank's going on holiday for Xmas. He needs to - he's just found out Santa Claus doesn't exist (Yes he does - James.).



CHRIS

Chris will be going skiing this Christmas. He lives in the sticks and it's the only way he can get to work, you see.



JAMES

After being voted the Xmas fairy, James spent this month sitting astride the TOTAL Xmas tree. Explains the look.



DANE

Dane is spending Christmas face-down on the kitchen floor with fifteen sherries and a turkey kebab. Sad, or what?

SUPER NES



Aladdin 24

Capcom capture the true spirit of Disney!

Sensible Soccer 28 The best footy game ever made?

Tournament Fighters 30

Can the Teenage Turtles steal the Street Fighter II crown?

Flashback

Tricky platforms and puzzles from Sony Imagesoft.

T2 The Arcade Game Kill! Maim! Use your Superscope!

Young Merlin

An RPG from Virgin. But how does it compare with Zelda?

Mystical Ninja46 Konami's pensioner gets the TOTAL treatment.

Brett Hull Hockey... 48 3D ice hockey from Accolade!

Super Turrican 52 Platforms. Guns. Fun?

Alfred Chicken

Fowl-play from Mindscape.

Ranma72 At long last, Ocean release the Manga classic.

GAME BOY



Turtles 3 Redical

Rescue

More platform fun with Konami's amphibian, sewerdwelling ninjas.

Out To Lunch 76

Handheld haute-cuisine from Mindscape.

Felix The Cat The silent cat gets noisy on the Game Boy!

Final Fantasy 3 RPGs? They're extremely interesting. No, really.

Sensible Soccer 80 As good as the Super NES version? You'll have to read the review to find out!

Lawnmower Man 82 3D on the Game Boy? Surely not.



78

the little things.

Last Action Hero85 Arnie just punches things.

Alien Vs Predator 86 Slimy alien scum invade the planet!

Jimmy Connors Tennis88 Erm, Jimmy Connors plays tennis.



Wait a minute, this looks like Prince Of Persia.



Hitch a ride on the dangerous swing lifts.



EEEEEK! It's the final showdown with the biggest snake in the history of video games! Jump on his head Aladdin, before he gets his coils on both the girl and the lamp!



The magic carpet whisks you through the bonus level.



The rotating snakes can be used as jumping platforms.

For Super NES (1 player)

From Capcom

Price £40

Big Frank dons his baggiest trousers, and accidentally goes to a rubbish disco instead of reviewing Aladdin.

oor old Aladdin. It's no fun being a humble beggar (albeit a ruggedly handsome one). Especially when you're in love with a princess, who can only marry a prince. But things are about to change, although not necessarily for the better.

Aladdin is approached by a mysterious old man who asks him to find a strange amulet.

> Aladdin, ever keen to be of help, sets off to find it, but along with the amulet, he also uncovers an old brass lamp, which he soon discovers holds a benevolent Genie. Things are about to get very wild.

th a fair w bob

Genues A
Gorgeous animation, superb backgrounds and brilliantly addictive platform gameplay. The usual Capcom formula.

Oy! Look! It's Aladdin and everything. What's he doing up there?

> Bosh! A bird gets it on the head. Serves the evil flapper right too.

SNES REVIEWS 24 TOTAL!

SUE TWENTY-FIVE

THE WONDERFUL WORLD OF WALT DISNEY

OK, so you have the Aladdin licence. The one thing you have to worry about is getting the animation right. Capcom already have among the best graphic artists in the business, but they really have excelled themselves this time. Amazingly, the game manages to have a typically Capcom look and feel, while retaining the Disney look. The main Aladdin sprite makes Prince Of Persia look like a lumbering robot.



Aladdin kills baddies by somersaulting onto their heads and throwing them over. It looks excellent.



He opens chests and pots in much the same way. You can use this technique to gain height.



Aladdin can also throw apples, which stun the baddies enabling him to leap over their heads.



This does look a bit like Prince Of Persia in places, especially when Aladdin climbs obstacles.



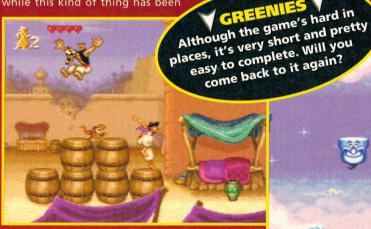
You can swing from flagpoles in places and kick bad guys in the gob. Very satisfying indeed.

The Capcom translation of the game looks initially very similar to the Mega Drive game, but the surface appearance is deceptive. Aladdin is a platform game in the purest sense, and while this kind of thing has been

done many times before, it's never been achieved with such style and grace.

Aladdin is an agile chap and can often be found somersaulting around the streets of old Baghdad. To kill baddies, he has

to leap onto their heads, grab their shoulders and hurl them away. This method is also used to open pots and treasure chests, some of which contain amulets that take you through to a bonus level. As you progress through the game, the platforms



Tearing through the streets of Old Baghdad. It's a wonderful life for a young boy, especially a magic one with a lamp.

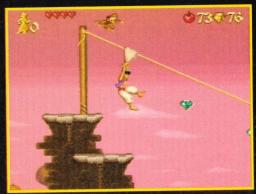


The Genie platforms wince if you jump on them. They look happy now though.



Hardy-har-har. Just look at the expression on that goon's face as Aladdin flips over his head.





Aladdin uses a pair of Y-fronts to make an extremely daring escape. This kind of behaviour should not be tried at home.

are joined by swings, elevators and all manner of cunning obstacles. There are secret little rooms scattered all over the place and finding them is as much fun as playing the game itself.

The graphics are utterly spectacular. The animated backgrounds, fluid sprites and subtle use of Mode 7 genuinely make this look like a cartoon - only better. They've even included the film music. The sound effects too are highly amusing. But there's a problem.

The game's far too easy. Although the actual levels are hard, there are only eight and they're not huge. Even an average player will finish this in about a week. There are limited continues, which make the game nice and tricky, but Capcom have foolishly included a password system which means you can progress as quickly as you like.

Having said that, if you ignore the passwords, you'll find that Aladdin's one of the best platform

Just about as good as they can get. Lush backgrounds and stunning sprites

 Fabulous renditions of the movie themes and some nice cartoony sound effects

Gameplay ...

- Better than almost any Capcom platform game, Aladdin is a joy to control
- Reasonably large, but with continues and extra lives all over the place, it's too easy

The bottom line

"If it hadn't been for the password system this could've been game of the year. As it is, it's far too easy to complete. An otherwise stunning addition to anyone's collection."

Levels Eight

Difficulty Easy

Continues ... Collectable

Release date December

Final score

games ever made. If Capcom'd removed the passwords, this'd have scored a ten percent more. Still, it's fab and groovy - just don't use the passwords, okay?



Cor, look at those lovely powder blue flamingoes and the fluffy clouds.

Jimbo says...

In a world of ugliness, decay and Euro-Disney, it's so nice to see a moment of beauty. Aladdin offers loads of such moments. It's not huge, but there's a reason why... It doesn't repeat itself, and that can't be a bad thing, can it? If I hadn't already completed it, I'd buy it!



"Now you can play the cartoon, and get the girl!"

's a whole new world,

Just in case you've been living in a magic cave all these years, here's a rundown of Aladdin's plot...



Aladdin fancies this girl. Well, he would, she's a Princess...



...The Grand Vizier is unhappy, though, and sends our boy to...



...But there's a huge price to pay for such power.



...But then he finds this magic lamp thingy...



...The farthest-flung corner of the globe...



With the evil Genie safely locked in a bottle...



...With a big Genie inside. The Genie turns Aladdin...



...But Aladdin makes it back in time to do battle...



...Aladdin can marry his Princess and free the good Genie.



...Into a smart, handsome Prince-type affair...



...But then the Genie's forced to make the Vizier into a genie too...



And they all lived happily ever after! Ain't that sweet?

ILLEGAL RACING, COPS AND GAMBLING







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91% - TOTAL "It's a brilliant racer..."

"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION "Instantly playable. Fast, furious fun"



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

TITUS LTD. UNITED HOUSE, NORTH ROAD, LONDON, N7 9DP, ENGLAND





You know who you're controlling in Sensible - it's the player with the number above him. Simple and effective.



Sensible Soccer automatically shows you a replay of any goals. You can also review the last few seconds of play at any time.



You can call up your manager and trainer during the match to change the team line-up.

D D

For Super NES (1-2 players)

From Sony Imag

Price £45



Sensible. Yes, that's Chris Buxton's game. Boring. Yep, that's him too.

A BALLS A

Excellent controls, loads of teams and tons of features make Sensible Soccer an unbeatable footy game

o, Sensible Soccer's finally put in an appearance on the Super NES. Amiga owners will know Sensible as the last word in computer football games, but does the Nintendo version make the grade? Well, yes, it does, actually. Right, then, that's the review over with. What can I talk about now, I wonder?

Weather's been a bit poor lately, hasn't it? I hope I don't get another bumper pack of Marks And Sparks underwear this Christmas. That Aladdin

movie's fabulous. Can't wait for Reservoir Dogs to come out on video...

Oh, it's no use. I'm just no good at small talk. I suppose I'll simply have to gush on about Sensible Soccer

for a few hundred words more, I suppose. Damn. I thought it seemed a bit too easy.

Basically, Sensible is excellent. It's great to play and there are loads of things which

(Left) Italy have a free kick. Can decent, playable games, then you they score? won't like this one. (And you're Of course they probably a little sad too.)

can, it is England,

after all.

make it special. The view of the pitch looks really odd from these screenshots and it's not until you play it that you realise just how good it is. Yes, the players are small (in true Sensible Software style), but their diminutive stature means you can see more of the pitch and that makes for a seriously tactical game. With Sensible it's not just a case of lobbing the ball up the pitch (except when Frank's playing), but rather a subtle combination of skill, reaction and strategy. In short, everything that football should be.

The controls - which are what sport sims live or die by - are excellent. The four main fire buttons are used for passes and kicks of varying strength and there's a nifty aftertouch

WALLS

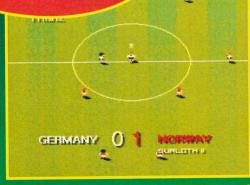
facility which enables you to swerve the ball. If you don't happen to like

Unlike the Amiga version, the ball feet, which makes

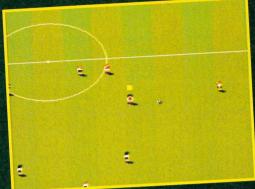


(Right) England's powering towards the Italian goal. Oh, if only this was real life.





Hey! Does this look like a kick-off to you? If you answered, 'Yes,' then well spotted.



Commit a foul (and get caught) and your player will get booked. When you next use him a yellow card will flash above his head.

1005

dribbling far easier and the whole game that bit more enjoyable. Sensible purists can stick the game on Expert level and switch off the stick-to-feetness feature, but it's too painful if you ask me.

The whole Sensible package has almost everything a football game needs - substitutions, formations, leagues, cups, loads of teams, star players, action replays, different pitches, seasonal weather - more than enough to keep even a hardened soccer fanatic happy. It's a shame that the game highlights option didn't make it over from the Amiga version, but then you can't have everything, can you?

Well, there you have it. Like I said at the beginning of the review, Sensible Soccer is a fantastically playable football game that no sports fan should be without. Quite simply, it's a scrumptiously lovely game, and I won't hear a word said against it. So, it just remains for me to say, erm, 'Smashing, Brian...'

Leagues, cups, two-player games, multi-

player competitions, everything!

Some people are on the pitch, they think it's...

... The introduction to a box on Sensible Soccer. Erm, it is now. Here – from the packed TOTAL stadium - are the highlights of today's goalmouth action.



Frank - playing as Italy - opens the scoring with a superb (although well offside) strike which catches the Dutch with their pants round their clogs.



Not wanting to be left out, Dane puts the Irish one-up with a brilliant inswinging corner. What a gal, eh?



R

Chris, another **England man,** slaps the second goal past the Swiss goalie in a rerun of James's earlier goal. ENG-A-LAND!!

And now the Swedes, played by... Oh, I dunno, bang a goal in the back of the old onion bag.



and it's...





... Not all that impressive when you're only looking at an inch wide piccy. Ah well.

Functional top-down view of the pitch with dinky, but lovable, players Sounds • A few tunes, but it's the excellent crowd noises which add atmosphere Gameplay A smooth, free-flowing football game that's a real joy to play Lifespan

The bottom line

"Sensible might not look like much, but it's more than a match for any other SNES footy game. Pick it up, give it a go and you'll soon be rooting for those tiny guys. It's wonderful!"

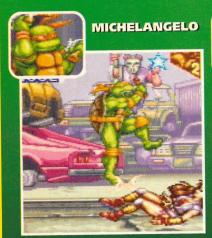
Difficulty Adjustable Continues None

Release date Out now

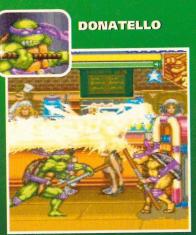


And finally, here's a pic of a throw in. It's so, erm, well, so, throw-inny.

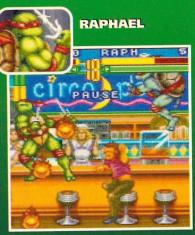
Turtle Power – The Ultimate Moves



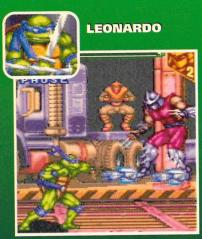
Mike's special move is amazing he races at the opponent and unleashes tons of fast punches.



Don unleashes a giant fire dragon. Still, it saves making a costume every Chinese New Year.



Raphael leaps up into the air and spits fireballs down at his unfortunate (and singed) opponent.



Leonardo's ultimate move is a bit like Chun Li's Hurricane Kick. Only with a fist. And a turtle.



Pirouetting with all the style and grace of a prima donna (hopefully, that tasty French one), Leonardo slaps Wingnut in the face with his spin attack.



Whoa! Donatello gets caught in the explosion as Chromedome self-destructs (but won't that give Chromie a few problems?).



The characters in Tournament Fighters don't quite measure up to the Street Fighter ones, but they're the closest yet. And you can do Same Player vs Same Player too.



Chris Buxton thought that cowabunga was some sort of cattle laxative. Doh!

h, how the mighty have fallen. A couple of Christmases ago you couldn't get a Michaelangelo figure™ for love nor money and now they're jostling with the World

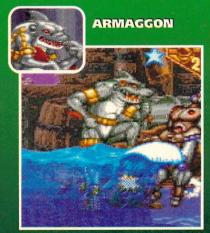
For Super NES (1-2 players)

Cup USA '94 commemorative mugs in the Argos bargain bucket. Fate is a fickle lover. Still, there must be a bit of life left in the ol' Turtles, because here they are starring in the best Street Fighter II clone vet.

Just like every other SFII-style cart, Turtles Tournament Fighters steals everything from Capcom's best-seller (Although, that in itself wasn't exactly original), the moves, the basic game setup and options, even the Street Fighter II type-face! But, unlike every other SFII rip-off, Turtles:

From Konami

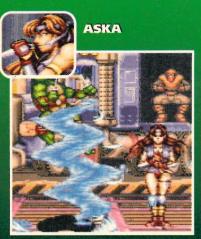
Price £60



Armaggon sends out a tidal wave to knock over his foe. But where's all that water coming from?



Wingnut flies in to the air and zaps his foe with a deadly, if boring, circular blast wave.



She may look all sweetness and light, but Aska's a bit of a windy girl if you start pushing her.

C. SHRD = 5/186 7.00



Chromedome's ultimate move is to blow himself up. Fairly ultimate, as these things go.



Shredder could look like Darth Vader if it wasn't for that pink leotard.

Tournament Fighters is actually up to the challenge.

The control system's very fluid and the fighting moves change depending on whether you're standing, crouching or jumping, and how close you are to your opponent when you launch the attack.

Sounds pretty much like every other Street Fighter II clone in the universe, eh? Well, what

The first thing to come close to SFII. It's a perfect rip-off. Fast, and good looking with loads of moves

separates Turtles from the rest of that's very helpful, Chris. Of the millions of words in the English language you came

All right, I know it won't win any Pulitzer prizes, but if

Mike gives Shredder a closeup-view of his rolling attack (Blanka with knobs on).

the pack is that it feels just right (Oh, up with 'it feels just right'. Very

descriptive - Frank.). you play SFII and then play



Shredder is probably the hardest character in the game and the one with the most vicious combos waiting to be unleashed.

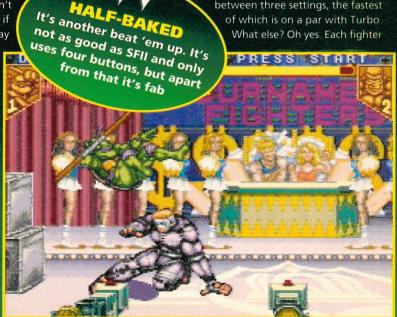
any of its inferior clones, you know that it just doesn't feel right, yes? Well, Turtles does, and I reckon it's absolutely fab.

It's superb, instantly responsive and it lets you act and react quickly. Just like SFII Turbo, you can adjust the speed of the game

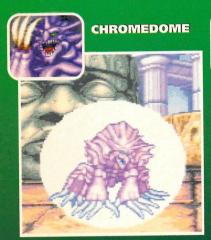
> between three settings, the fastest of which is on a par with Turbo What else? Oh yes. Each fighter



No car-wrecking or barrel-punching in Turtles - it's money, money, money. Destroy all the safes in the time-limit and you get the cash.



Here's the first of the hidden characters who you get to fight about half way through the tournament. The other one? Ah, wait 'n' see.



War turns into a blue ball and bounces around the screen flattening the other fighter.



Shredder's ultimate move is the most impressive of the lot - a shockingly good lightning blast.



There are three ways to play Turtles, as a straight one or two-player fight, with some convoluted story (like SFII), or as a tournament-style game show. The game show's hosted by April and if you get far enough into it, you get to meet not one, but two hidden characters.



Leonardo shows off with yet another of his special moves. Most characters in the game have at least two or three special moves.

has some excellent special moves and one ultimate attack at his or her disposal. As you get hits in (whether they're blocked or not), a meter builds up beneath your energy bar and when it's full you can unleash your ultimate attack. This really damages your opponent, and impresses the hell out of anyone watching.

The characters are well-balanced, although the Turtles are particularly powerful and Shredder's got some awesome combos that make him almost unbeatable. The one-player game's got eight difficulty levels guaranteeing a fair old challenge and the two-player contests are just as good as SFII.

Turtles: Tournament Fighter is the closest any game's come to toppling SFII from its throne. If you're after another fighting game, don't look anywhere else Turtles is vicious and those ultimate attacks give it something no other fighting game has.



Turtles has a pointless story involving TV...



Leonardo slashes Wingnut to the delight of the crowd. And speaking of the crowd, what's that girl doing?



And what's that bloke doing with that can? And why's that bloke got his hand in his pocket? Oh dear, it's SFII all over again!

Frank says...

Tourney Fighters is yet another example of what can be achieved when you rip something off properly. This takes the important elements of Street Fighter II and tags them on to the Turtles theme. The result is a fast-paced game with fab graphics and great sound.



"Take that vou twisted amphibianspace fiend"



... And a screwed up piece of paper. Maybe.

Turtles Tournament Fighters

Looks

• Twelve characters, loads of funky backdrops and special moves a-plenty

 There are plenty of tunes, tons of crunching sound effects and lots of speech

Gameplay 📕 📕 📕 📕 📕 📕 📕

 A great beat 'em up that copies everything good from SFII and then adds to it

Lifespan

 Different playing modes, eight skill levels and three speeds means it'll last for ages

The bottom line

"The first post-Street Fighter II beat 'em up that's worth buying. It's as instinctive as SFII and has almost as much scope. Forget the rest, get **Turtles Tournament Fighters'**

- Levels 8 levels
- Difficulty3 speeds
- Continues 1, 3 or 5

Final score Release date December



All release dates are estimated and are subject to change. All items subject to availability. All prices shown include VAT (except where indicated). Where a saving is stated, it is based on a previous price available at Comet for a period of 28 consecutive days in the previous 6 months or against



Conrad thinks he's doing okay, but he's just about to tread on a small land mine. They're fiendishly tricky to dodge, y'know.



Conrad gets to take on a wide variety of slimy blue meanies on the alien planet. Look - Kenneth Clarke's just taken a bullet!



Conrad chews the fat with his old buddy, lan in New Washington.



This is the big, red, shiny spaceship which ferries you back to Earth. Are Jupiter and Saturn really that close together?



Avoid stepping into the green haze of the disintergrater, unless you want to end-up looking like the guy in the inset, that is.



James knows all about memory loss and waking up in alien places. Drink related? Surely not.

veryone else has had Flashback for ages. It came out on the Amiga in April and the Mega Drive in July. But, as little old dears never tire of saying, "All good things come to those who wait." And in this case, it seems they're right - Flashback is a very good thing indeed.

You play the part of Conrad Hart, a research scientist, who's uncovered a sinister alien plot to take over the Earth. Their plan is to infiltrate key positions in the military and political establishment. Conrad is captured by the aliens and, as the game starts, he wakes up brainwashed in a highsecurity hospital on the planet Titan.

For Super NES (1 player) From Sony Imagesoft Price £50

first five minutes ck: The

Assuming you know where you're going, that is!

After waking up with a bad case of amnesia you overhear your captors plotting your murder. You've no idea where, or even who, you are. Clearly, you have to escape. So, you steal a hoverbike and race off over the alien jungle, but you're shot down, before you reach safety.



As you recover from your crash-landing, you hear a beeping noise in the undergrowth. You decide to follow the sound...



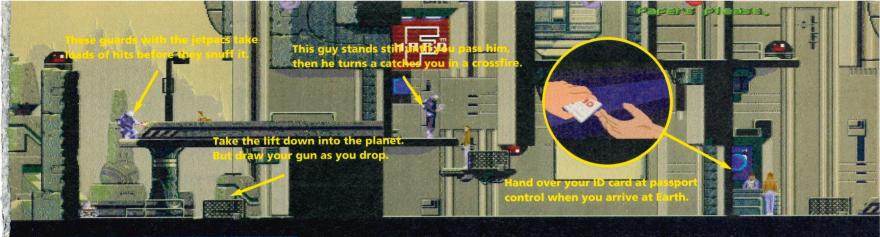
have fallen from your pocket. You decide to pick it up (like you do)...



... The trail leads you to a ... On activating the holocube, which must have fallen from your message from yourself telling you to go to New Washington and find lan..



... A few screens later you pistol-whip an alie and see something on the floor which he was obviously guarding...



Frank says...

This, it must be said, is far more fun to play than Another World. It has many of the same elements, but a more fluid, playable style. There's one tiny little niggle, though. When you do finish it (and that'll take some doing) there's really not much incentive to play it again.



"A lovely, fluid game, packed full of challenge"

Still, he's not going to let a little thing like that stop him and promptly flees on a stolen hoverbike. His escape is thwarted, however, when he gets shot down over the alien jungle. That's where you come in. It's up to you to re-establish your identity, via a Total Recall style A FLASH A message from yourself. And then A visual and aural treat, with

fulfil a string of missions to prevent the aliens from conquering Earth.

game which really knows how to reward the The flip-screen action takes place over a series of beautifully player properly drawn platforms. The playing area is large, the action is thick and fast, and there's absolutely loads to do as you interact with game's scenery. One thing's for sure, there's no visual padding in here.

You control Conrad's actions - and how. The character animation is superlative. Imagine Prince

This kindly old man will sort you out with a anti-grav belt - but only if you've got 500 Credits! How much?



Of Persia improved 20-fold and you'll get the picture. Conrad runs, walks, rolls, high-jumps, longjumps, catches and hangs off ledges, picks things up. And rather than constantly waving his gun about, Conrad has to draw it as and when it's needed.

> The realism of the game is intense, run him into a wall and he'll fall over Keystone Cop-style. Draw his gun and walk him across a platform and he'll automatically assume a covering position

by inching along the wall.

All this real-life accuracy has its drawbacks, however. Conrad can't jump or climb when he's holding the gun. This can be frustrating (especially when you've got some morphing alien breathing down your neck) and the clumsy control mechanism



Conrad tags a prison guard, just after activating a save game lever. Nice feature!



You'll need to win a game show to get back to Earth. Tickets are dead pricey, y' know.

doesn't exactly help matters either. That said, given a bit of time, it does become second nature.

Whenever you complete an action, such as picking up an in-game item or charging a key for



idge. Later on realise it activates a je, providing it's charged, that is. (But do you re-charge it?



silky sprite-animation. A

Why, with an energy generator, of course.) Pulling yourself up on to this platform you see one and walk up to it...



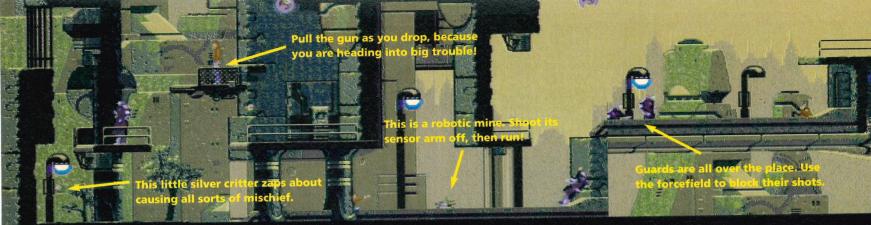
... You then select the cartridge and stick it in



next challenge you comes in the form ouzzle. To reach the trip the movement ctors to shift the lift.



Having reached the top you encounter an injured old man who says he'll help you out, if you find his teleporter unit...



a cartridge lock, you're treated to a close-up view of your deed in the form of a short, animated sequence. Complete a level and you get a longer story-telling type sequence. It all helps to promote a sense of achievement, which most games don't even attempt.

The music complements the gameplay extremely well. Instead of just constantly Perhaps not big enough for a droning and dweebling seasoned gamester and the away in the background, it control mechanism can be a fades in as something is about to happen, rather like a film soundtrack. The sound effects are varied and include some of the most satisfying gunfire samples I've ever heard.

For those who crave a bit of a shooter, there are plenty of worthy adversaries in here. The first ones are easy enough, simple green mutants who you can pop-off with a single shot or two. But it soon

gets tougher with jetpac guards, small robosentries, mines which chase after you and putty-like aliens, who slither around morphing in and out of their semi-human form. Unlike most gun-lead titles, however, the emphasis here is on sneaking up on the bad guys, rather than just racing along

blasting everything in sight. Try that and you're in for an extremely short game.

Not everyone you meet is out to get you, though. There's an injured old man who'll give you false papers in return for some help, your old

pal, lan who gives you your memory back and even a herd of city officials who'll arrange a work permit for you.

Flashback has got it all. Rewarding gameplay, excellent atmosphere, beautiful graphics and evocative sound effects. It's a seriously difficult game to play, especially on the later levels. The only problem is, that with just six levels you could end up completing it very quickly. My advice is to stick to the Expert level and ignore any tips TOTAL may publish! Explore, take your time and give those aliens hell from me. JAMES

Flashback

Looks

 Realistic sprite-animation, detailed backdrops and fantastic in-game sequences

Sounds

 The music and effects are brought in when they best complement the gameplay

 Highly rewarding, but marred by an initially frustrating control mechanism

Lifespan

 You'll be completely hooked until you finish the game. After that, I'm not so sure

The bottom line

"A real beauty of a game, which fuses shooting-action with strategy, puzzles and adventure elements. Well worth the wait and guaranteed to keep you hooked"

Levels 6

Difficulty Average

Continues Infinite

Release date January

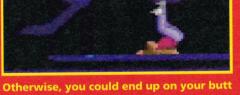
Final score

Shooters out!

TRASH Y

little frustrating

You should always draw your gun before entering a new screen. You never know what's lurking on the other side.



like this unlucky fellow. Should have read **TOTAL, Conrad. Maybe next time, eh?**



...So, off you go looking for the teleporter. After a while you come to this chasm. But just when you think you're stuck...



... You remember the cartridge you've got in your pocket. So you stick it into the cartridge lock and - hey presto...



... You create a green energy bridge which enables you to trot safely over the vast death-dealing chasm.



trigger this lift - by leaving a stone on the movement detector and bag the teleporter...



You take it back to the old man who exchang it for an ID card. And that's it: The first five minutes of Flashback.





Yoinks! You've missed the giant gunship and shot one of your mates. This is no way to start a revolution!

For Super NES (1-2 players) From Acclaim

Price £45



Frank is hurled into the future to do battle with giant robots.
Serves him right.

ARCADE GAME

Look at him strolling around, without a care in the world!

These blokes are supposed to help you. Don't shoot them.



That bloke looks like a drug dealer. I reckon you should waste him before he ruins your titanium exoskeleton.

ake a trip into the future. Machines rule the world. Man is heading for extinction and the evil Skynet computer system has decided to speed up the process. Armies of Terminators stalk the post-apocalyptic landscape, seeking out the last remnants of mankind. Only one man is prepared. Join John Connor as he sets out to rid the future world of the machine menace.

Terminator 2, the movie, needs no introduction, but the game was a surprise hit last year. The huge Bally Midway cabinet featured two Uzi 9mm machine pistols and was basically a souped-up version of Taito's Operation Wolf. No awards for complex gameplay, then – all you do is shoot the bad guys – but T2: The Arcade Game does score highly is on its out-and-out blast 'em up action.

The, erm, strategic elements involve collecting power-ups and trying not to shoot friendly soldiers. It would all be a bit too chaotic if it wasn't for the limitations of your weapon – although your machine gun is equipped for rapid fire, it overheats after a while, which reduces the flow of bullets dramatically. This forces you to be sparing with your gunfire.



Coo! A Terminator. I wonder what he wants. I expect he'd like to kill me or something. They're like that, Terminators.



Try to shoot the red missiles – they inflict a lot of damage.



Oh, for God's sake, why don't they just shoot at somebody else? Am I wearing a big target or something? Just leave me alone!

TERMINATOR:ONE OS TERMINATOR:TWO CRED



TERMINATOR:ONE OZ

CVBORGS

Great digitised graphics Your Uzi also has a rather nifty rocketfaithful to both the movie launcher attached to it, which automatically and the coin-op locks on to vehicles (it's

useless against the hordes of

Terminator foot soldiers, though). The rocketlauncher works beautifully with the Super Scope it's activated using the red button at the top - but it's not quite so convincing with a joypad.

If you're a Super Scope owner who's been disappointed with the quality of the games so far, then this will come as a welcome change. It really uses the 'Scope to full effect - and it's the only game where you don't feel stupid holding the damn thing. In fact, if the truth be known, blasting the Terminators gives you a real feeling of power.

The graphics are surprisingly good - Probe have taken the sprites and animation directly from the coin-op, and as a result, the joypad and possibly a little bit Terminators clunk around in a horrifyingly convincing way. Some of the later graphics are especially impressive.

The music is suitably dark and moody, but sadly, there are only vague hints of the clanging T2

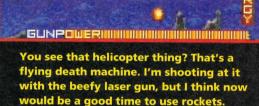
and raucous explosions. Very

Those blokes look angry. I wonder if I've ne something to upset 'em? You can never tell with Terminators, they're so touchy.

theme. The sound effects are excellent, though, with some nice sampled speech from Arnie and masses of raucous explosions - this is where the game really impresses.

> As a game, T2: The Arcade Game is classically simple and highly addictive, although, to be honest, it's not very big on strategy. It looks lovely and there are loads of powerups to collect, but it's really best

suited to blood-crazed Super Scope or mouse owners. Joypad users should steer well clear.



Actor west of the party of

T2: The Arcade Game

Looks

 Smart digitised sprites and animation, shame about the ropey backdrops, though

• Sad lack of Terminator-style music, but loads of bangs and explosions throughout

Gameplay 📕 📕 📕 💮 💮 💮

This is great (especially with a 'Scope). The best Operation Wolf-style game available

 Two players can have an age of fun with this, but it could get a little dull for loners

The bottom line

"This loses marks because of the dreadful joypad control, but T2: The Arcade Game is undoubtedly the best Super Scope game around. It's fab with a mouse too"

- Levels Oodles
- Difficulty Tough
- Continues Yes
- Release date ... January

Final score

P-p-p-pick up a plasma!

There are loads of power-ups to shoot and collect. Here's a small list of our favourite thingies. They're all pretty useful, so pick as many up as you can.

Disappointing with the

tedious after a couple of

hundred goes



Extra power stops you dying so blimmin' quickly.



Smart bombs blow up everything in sight.



Shields give you a short spell of invincibility.

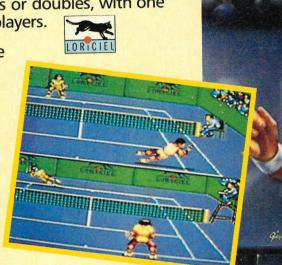
Always go for the firing Terminators first. You can afford to ignore the spaceships.

> **Protect your friends** and shoot the baddies!

Get ready to me

Experience the excitement of the most prestigious competitions- whether on grass, clay, hard or indoor courts, in singles or doubles, with one or two players.

Available October 1993





Super shots. Super passes. Super sharp graphics all add up to the most exciting, realistic football game yet to be released on the Super Nintendo.

Available now









eet your match.



Four great sports games. For great sports action.



Bandai UK Hedge End, Southampton. S03 4TX Handsome little devil aren't you? No wonder you make all the princesses swoon.

Don't know where to go next? Well, fret not early on in the game you get these helpful arrows.

This bridge overlooks a magic pool which turns gems into weapons.



This is really good. You get to see all the objects you have (not) collected and you can switch between them nice 'n' easy too. For Super NES (1 player)

"Young Merlin?" Dane queried, "But I don't know anything about baby fish..." A game the size of a

f this young merlin's relying on my help to rescue his girlie, then he's going to be doddery old merlin by the time he's managed it.

It's not that the game's especially difficult, it's just that there's a From Virgin

lot of trial and error, a lot of walking around, and a lot of staring at your inventory of collected goodies wondering what they frogging well do.

To save a fairy trapped inside

Price £50

a crystal, for example, you have to get past a bunch You do this by blowing bubbles at them. Now, that's not exactly the first thing you'd try, is it?

small planet. Arcade action, exploration and puzzlesolving all-in-one Young Merlin can also be frustratingly plod-worthy. For instance: You walk 273 miles through a mine to find a



Mine's a large one...

You won't get far without solving the mine section. For this you need brains, patience, stamina, psychic powers, a bumper-sized map-making kit and a week in a padded cell. Or you could just read these tippy bits.



You did remember to pick up the magic balloon, didn't you? There's no way past the broken ladders, without it.



To defeat the belligerent miners, first sprinkle them with magic dust, then beat the living daylights out of them.



11 years later young merlin finds a threewheeled cart. "Now, I wonder what's missing here?" he asks himself.

This unpleasant tree shakes the life out of you, then chucks you 600 yards. A birch, I think. Here's where you get your magic potion topped up. Invincibility, here we come.

> Unfortunately, you can't walk between the trees, so you have to follow set paths. Boring!

Pretty stream, isn't it? Pretty blimmin' frustrating, that is you have to keep walking round it.



Now, how do I know that this bit will involve a lot of trial and error-style exploration? Just psychic, I suppose.

much-needed mine cart, only to discover it has a wheel missing - a wheel which you passed on your way into the mine. Great. You then plod back to get it, only to find you now need a TRAGICS Wearing grooves in the landspanner to fix it. You'll find scape and having to try every this in another bit of for-

object at every obstacle to find out none of 'em work is a good game for bald people they can't tear their hair out. There are funny bits too, though. Like the

est, but only after you've

freed that fairy character. This



angry woodsman who tells you off for giving his

daughter the eye. And the gremlin that dares

This is the start of that tortuous mine tunnel. If you want to save time (and you will), grab the the spare wheel now.



Collect that widget, then leap into the underground stream. (Of course, you have to know how to breathe underwater first.)

you to cross the line he's drawn - and then draws it a little further back when you do. And the way you get air in the underwater sequence by grabbing hefty snogs off the mermaids.

There are two ways of looking at Young Merlin. The kind way is to say that here, at last, is a roleplaying game without the techy-trainspotter stuff like

hit-points and experience-collecting. The not-so-kind way is to say it's yet another collect 'em up-style adventure, glossed up with pseudo-3D graphics, some arcade action and a few laffs.

Young Merlin is cute. It's easy to pick up and there's lots to see and do. If you're looking for gameplaying value, you've found it. But if you're looking for cutting-edge action, or a breakthrough in interactive role-playing... Well, you'd better put those rose-tinted specs on.

And while you're at it, get out the pencil and the graph-paper too. Unless you have (a) psychic powers, (b) a photographic memory or (c) unbelievable jamminess, you're going to have to draw some maps. Especially if you want to get out of the mine section with your sanity (and your hair) intact. And that's only your DANE first big challenge...



A grumpy old woodsman lives in this cottage along with his nubile young daughter. Come here for a spanner (and a lecture).

Young Merlin

Looks

Cuddly sprites, but the animation's poor in places. And where are the 256 colours?

• The characters mumble 'n' grunt impressively, but alas, there are no actual words

Gameplay 📕 📕 📕 📕 📕 💆

 A good test of brains, patience and lateral thinking. Some arcade skills needed, too

 Blinkin' 'eck. If you thought you could knock this off in a weekend, think again

The bottom line

This is visually pleasing, gives you a big game task, and combines puzzle-solving with arcade action and fun. It's also frustrating, longwinded and - gasp - nothing new

- Levels Loads Final Score
- Difficulty Infinite Continues Medium
- Release date . Out now





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Kid Ying gets caught in a corner by Farmer Giles and a pink-faced raver.

For Super NES (1-2 players)

The only mystical thing about Frank is his uncanny ability to always be in the pub when there's work to be done.

ystical Ninja was a huge hit when it was released in Japan. The combination of whacky Manga characters and strange gameplay

Nice graphics, too went down a storm with those even whackier and stranger Japanese. And despite being packed full

Price £45 From Konami

of completely unintelligible Japanese text, it was also one of the biggest-selling import games for ages. Quite right too.

Now Konami have taken the plunge and launched the game in the UK, where I reckon it will have an even bigger following than it ever received in the States. The Japanese sense of

humour is more compatible with the British one, and Mystical Ninja is a laugh a minute.

gameplay, addictive action and an engrossing quest. The game has two distinct modes. There's a viewed-fromabove bit in which you run around building up weaponry and smacking baddies. And there are side-on platform sections, which pop up all the time and in no particular order – although the bosses are

always to be found in one of these.

Wonderfully varied



Hit the bell with your pole to kill the flaming baddies, then jump down to find a secret room. It's all happening on this level.



Groink! Kid Ying gets a bit of a bashing from an umbrella monster.



You're face to face with the second boss monster. What are you going to do now, eh?



If in doubt, shop around!

There are loads of places to visit in Mystical Ninja. Just look at all these high-quality retail and leisure units.



You could nip in and let off some steam in the local sauna...



... Or you could buy some new shoes at the local store.



There's always the arcade, where you can play Gradius...



... Or the travel agent, for a spot of holiday shopping.



Kid Ying, having been resurrected, flies around.



Hit the discs to kill the crazy ghost woman.



Oh no! This town is comin' like a ghost town.

taxing and even the most blood-crazed



You have to get up speed to jump those chasms.



It's, erm, a Ninja cat, I'm afraid. No explanation.

This is an RPG, but you'd never know to look at it. You occasionally have to purchase essential items in shops, or talk to strange countryfolk and the odd fortune teller, but apart from that it's action all the way. The puzzles are hardly

it may not appeal to big, hairy, hard blokes. It all looks very cute and Manga-esque

action fan will have no problems. Mystical Ninja is packed with lovely touches. There are hidden rooms and sub-games dotted all over the place - you can even go into an arcade and

play a complete level of Gradius! The graphics are superb, with great sprites and lovely-looking backgrounds, and they're supported by some of the best music ever heard on a video game. It all reeks of Konami quality. I urge you all to make your way down to the shops and buy this immediately. It's fab. FRANK



You have to kill all the pink ravers before you can enter the tent.

Highly amusing Manga-style presentation, with some really nice effects

• A weird mix of whacky tunes, bizarre sound effects and haunting melodies

 Huge in scope, extremely responsive and very simple to get into. Groovy stuff

Lifespan

 The quest is deep, the variety is awesome and it will take you ages to complete

The bottom line

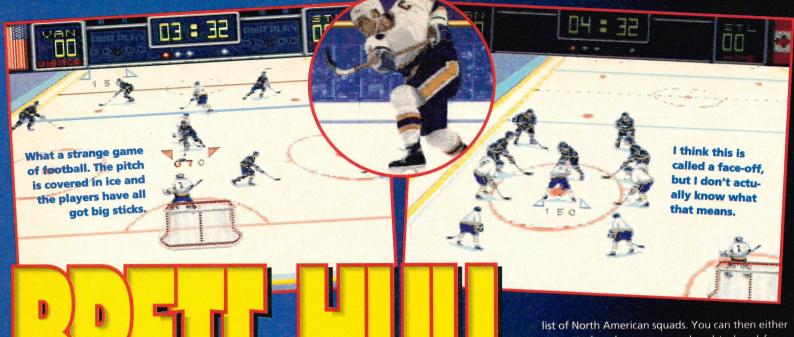
"Utterly professional roleplaying action, with plenty of platform and shoot 'em up stuff thrown in for good measure. It might be old, but it's a breath of fresh air"

LevelsOodles

DifficultyTough

ContinuesPasswords Release dateJanuary

Final score



PUCKS Lovely use of Mode 7 and some nice sprite scaling. plays a decent game

For Super NES

From Accolade

(1-2 players)

Price £45

Yaah, Frank's a cissie! Don't you know that only girls play hockey, Frank? (Biff!) Ow!

is it, full-on professional ice hockey and it's not for cissies.

This version of the game differs from EA's hockey sim in a couple of important respects. For one thing, it uses Mode 7. For another, it has more speech than a cart-based game has a right to have. Other than

SHUCKS All the limitations of the that, it's very conventional. real game are here: there's little variety, and too much is left to chance

One or two players can select a team from a huge

he intense cold hits you as you step onto the rink. You stare through your mask at your opponents. The echo of the crowd is muffled by your Kevlar helmet. You have ice on your butt, fire in your eyes and blood on your mind. This

Tricky game, Johnny Hockey. It's too slippery and you fall over a lot.



That was nearly a blimmin' goal!. If that puck had been a couple of inches nearer, the goalie would have been killed.

compete in a league, or go head-to-head for a one-off battle. If you want, you can retain manual control over the goalie, otherwise the computer does the job for you. And that's about it. There's not much more to the gameplay, apart from the ability to perform some pretty spectacular fouls, which occasionally result in a button-pressing scrap.

The graphics are reasonable enough. The Mode 7 is nice, the sprite scaling is decent and the scrolling is smooth, but there's not an awful lot to look at, and the rink is always bluey-white. There's tons of speech, but sometimes it takes a while to catch up with the action.

This is one of the best hockey sims available on the Super NES, but it's strictly for

fans. Unless you know what hockey's all about, you'll find this FRANK game incomprehensible.

Brett Hull

 Smooth and well designed graphics, but they're a bit on the bland side

Sounds

 Organ noises, speech and some rinky-dink echoey effects abound

Gameplay **E II II II II II II**

 It plays like every other ice hockey game. Sluggish response and quick-fire shooting

 As with all two-player games, you'll carry on playing against your pals forever

The bottom line

"I honestly believe that ice hockey is completely unsuitable for video games - it's just too repetitive and slow. This, however, is as good an attempt as I've seen"

LevelsLeagues

DifficultyEasy ContinuesPasswords

Release dateJanuary

Final score



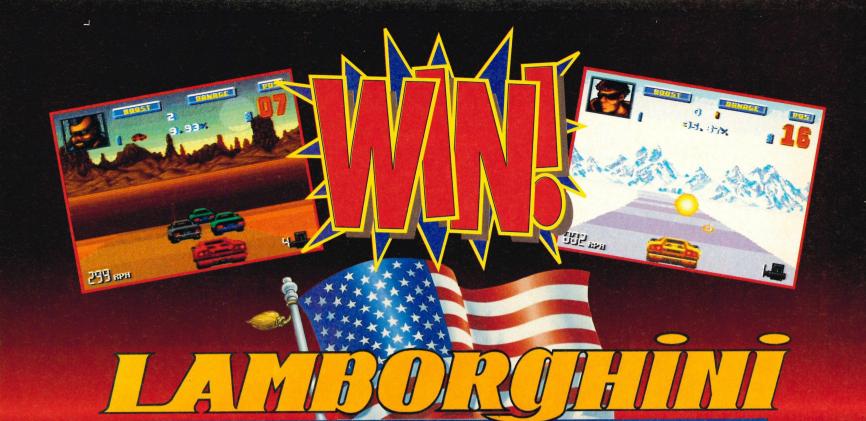


"Totally, totally, totally addictive" The best Mega Drive Turn to game of the year?

















Send your answers and piccies to: Swag Bag, Total!, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. The closing date is February 25th, so get with the crayons, man. The editor's decision is final, and he's always right.

To win a smart bag containing more than £100's worth of fab stuff – including sweatshirts, mugs, posters, badges and all things Lamborghini, just answer the questions below. Titus have kindly donated ten of these bags, which are worth over £1,000 in total! So, get writing!

- The game Lamborghini American Challenge features Lamborghini's latest car. What's it called?
- To the nearest ten miles per hour, how fast can the car shown above actually go?
- In which European country are Lamborghinis designed and built?
- What angry animal is pictured on the Lamborghini shield logo?
- Tie-breaker: Design the next generation Lamborghini sports car. Mono or colour pictures will do.

The Way of the Exploding Fist

Super Turrican spills an enormous robot's pint and things begin to get out of hand.



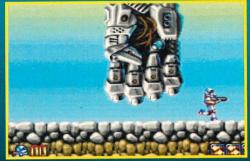
Think you're a tough guy, huh? I'll have you - and your mates, Come on, then!



Look I don't want any trouble, all right? Calm down. I'll buy you another drink.

run! Yes. Big, bad, bug-eyed

guys from elsewhere have subjugated



I'm off home. How am I going to eat hospital food in this helmet anyway?



Taking out a gun emplacement with a three-way blaster on the rusty cyberpunk world.



James Binns straps on his body-armour and goes alien

🙏 SUPER 🙏 Fantastic sound, a wide variety of bad guys, loads of power-ups and some mean awks oh lawdy, mum. The aliens are coming. 'n' hectic gameplay

the people of a mostly harmless planet (again). The planet's last hope is the Freedom Force, a sinisterly named organisation defending liberty, peace and universal harmony. But how does

the Freedom Force promote these goals? That's right, by having bigger guns than the aliens - and knowing how to use 'em, of course. Super Turrican places you in control of a heavily



For Super (1 player) From **VicTokai** Price £45



ball which is being pushed by a friendly yeti-rat-beast.



Okay, who's been playing with the fuse box?



Turn your back on me, would ya? Take that, Tin Boy. You don't scare me.



Aaaaaiiiiiiiieeeeeeee! Now you've got me real mad. Right, where's that smart bomb?



Okay, who's next? Are you talking to me? Well, who you talking to then, eh? Eh?

armoured bloke on a yomp through four worlds of slaughter-fest action. He can run, jump, shoot, do spin-attacks and drop

bombs. What a guy!

Right From the outset
Turrican comes tooled up
with a nifty ray-gun which
briefly freezes enemies, three
smart bombs and an upgradeable blaster. I have never seen

Not enough new ideas and some frustrating controls on the Turrican himself

able blaster. I have never seen so many power-ups in a game. You go from a pea-shooter

affair, through ricocheting bullets, right up to an eight-shot scatter gun (awesome).

Super Turrican looks great and plays well. There's a vast variety of stuff to snatch and bug-eyes to batter. The music too is excellent, with some rad piano samples and FX.

It's a tough game, but seasoned gamesters won't have much trouble completing it.
Super Turrican doesn't look as hot when compared

to Super Contra, but as a no-nonsense, arcadey shoot 'em up it comes up with the goods.

JAMES





Looks

 A good-looking title with some beautiful backdrops and well animated sprites

Sound

 Smashing in-game music, piano samples and convincingly chaotic sound FX

Gameplay **II II II II II II II**

 Plenty of alien-scum to bash, but the action's marred by frustrating controls

Lifespan III III III

 The four worlds don't provide enough variety to hold your attention

The bottom line

"A good old-fashioned, standard, shoot 'em up. There're plenty of alien-scum and power-ups, but a lack of variety and fiddly controls could prove tiresome in the long run"

- Levels4
- Difficulty 3 levels
 Continues 3
- Release date ... January





Super-Sonic Turrican shows off his spin attack.



Fishing rods? Who needs 'em? C'mere, Flipper!



Bad call. Never turn your back on rocket launchers!



Turrican shows his heels to an alien. It's a tactical thing.



Turrican proposes to a green beauty with nice eyes.



Those icicles'll have your eye out if you're not careful.

Turrican's got a green freeze ray gun and everything!

These robo-sentries wall Quand start shooting if you ge! too, close.



ERIC NEEDS YOUR HELPS

victims in some very bizarre situations. Arm yourself with your extinguisher and enter burning, multifloored buildings. Battle against run away toy soldiers, pogo

obstacles.

EXTINGUISH AS MANY FIRES AS YOU

CAN AND SAVE THE TRAPPED

OCCUPANTS... GOOD LUCK!





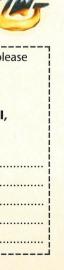


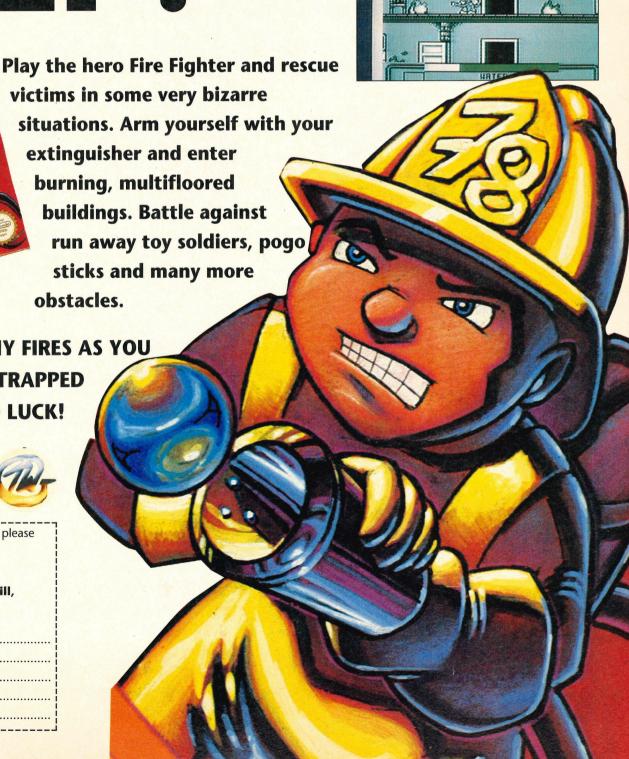
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The Case Of The Vanishing Eggs

Eggs have been mysteriously disappearing in Pecksville, East London and only one chicken can save the day. Enter the world famous detective Sherlock 'Alfred' Holmes and his trusty assistant Cock-ter Watson.



Some blaggard's nabbed Billy Egg, eh? We'll soon have the varmit behind bars.



Nigel Egg's gone missing too? Someone's clearly making one hell of an omelette.



Did you say chicken omelette? Erm, well, I must be off, I'm late for my violin lesson.



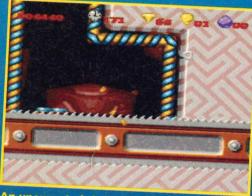
Look, I'm sorry, mate, but I just don't want to buy a set of used traffic lights.



For Super NES (1 player)

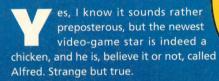


Price £45



An unexpected chainsaw comes from nowhere and creates a cloud of feathers.

When it comes to playing chicken, James is an expert.



LEGGS A fun game with a wide variety of arcade action. There's even a two-player mode thrown in for good luck

Alfred's special abilities are a bit on the sparse side. He can't fly, but he can flap pathetically. He can't lay eggs, but he packs a mean peck. He can't cluck, but he can walk in a silly way. Impressive, huh?

Alfred has to use this arsenal of duff powers to search for eggs which have mysteriously gone missing from the town of Pecksville. Bizarrely, Alfred's solution to this problem demands that he does his finest Norman

More cheesey wotsits...

You've got to be crackers to want to travel around Cheese World.



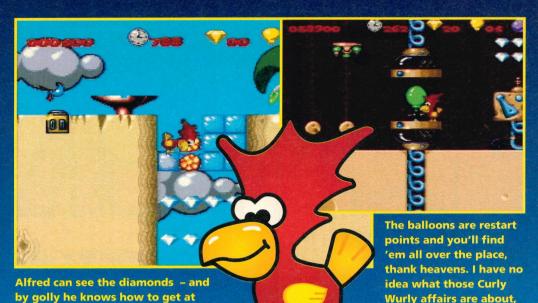
Alfred pecks the ice to make a tunnel to the end-of-level balloon which will take him off into the wild yonder.



This switch will turn the stars into things which will support you.



Use the springs to fire yourself into the air. It's amazing, eh?





The sprites

aren't so hot

and the music's

aren't enough

passwords

either

Wisdom impersonation, as he struts his stuff across a series of platforms collecting diamonds.

them, too. Bash that ice, Alfie.

There are no surprises in the platform department, but there are a few smart touches. These include sleeping time bombs which wake up and explode when Alfred gets too close, laser guns that coat him in 14 herbs and spices and then fry his ass, roofs that cave in, and awful. There huge, mean-looking chainsaws. It's a very dangerous habitat for a young chicken, and I bet Alfred wishes he was locked up in a nice, warm battery farm with all his friends.

The graphics are fine, although some more detailed sprites wouldn't have gone amiss. The backdrops are full of quaint quirks,

though. Any thoughts?

and they scroll smoothly and quickly. The music, if you can call it that, is awful, but there is an option which enables you to turn it off. This leaves you to enjoy the effects alone, which are quite groovy, with squeaking mice, satisfying explosions and loads of nice whooshing noises as Alfred does his killer dives.

Alfred Chicken is a fun game, which is easy to get into and has exactly the right



Suck on this Alfred. You will find various dairy products scattered throughout Alfred Chicken. Milk, eggs, butter, yoghurt, fromage frais, it's all here!



Betcha never knew chickens could swim. But they can you know. They can swim, pole vault, do algebra and paint. They just don't want the humans to know, that's all.

balance of exploration and reward. It's not as taxing as Mario All-Stars and it's not a patch on Aladdin in terms of looks, but it's a laugh nevertheless. JAMES





Looks

 Smooth scrolling backgrounds, which're slightly marred by some ropey sprites

• A series of awful tunes, but you can switch 'em off and enjoy the effects

Gameplay 🛮 🗷 🗷 🗷 🗷 🗷 🗷

 Alfred responds well to the controls and it has just the right learning curve

 It's not repetitive like many of its rivals, so it should hold your attention

The bottom line

"Alfred Chicken is like a family day out at a wildlife park. There's plenty to see and do. It has its flaws, but I forgive it. After all, I love chickens (roasted)"

- Levels Loads
- Difficulty Intermediate
- Continues Three
- Release date ... January

final score



Alfred can be a hard nut at times, especially when he dive-bombs the bad guys.



It's a damn tricky move to get right, though. One mistake - and your history.

ames is a big fan of the dethpicable duck. But will the game leave him

uck Dodgers is a hero's hero. He carries five guns, uses a jetpac and screams for his Mother. Marvin the Martian is an alien's alien. He's bug-eyed, leads an army of bad, green guys and flies a proper, pointy spaceship. Dodgers, aka Daffy, is all that stands

spitting feathers?

between the galaxy as it is now, and the galaxy as it Highly polished and detailed would be, if Marvin the Martian ran it. Marvin would probably want to move all the furniture round, put down new carpets and cause all sorts of mayhem. It's all based on

Duck Dodgers takes on Marv's ramjet boss. Learn the pattern of the arm, then shoot up at the cockpit.

the fantastic cartoon series Duck Dodgers In The 241/2 Century, and it's one helluva whacky game!

Daffy starts out in the Acme weapon shop, where he gets to kit himself up with all the latest death-dealing gizmos. A fairly weak blaster with ridiculous recoil and unlimited ammo

DUCKS /

graphics. Whacky sound

effects and humourous 'n'

rewarding gameplay.

comes free, but after that everything costs money. You can buy a

Freeze Gun which, predictably enough, freezes your adversary; an Electricity Gun which comes in pretty handy for taking out enemies from below; a Three-way shooter; a Cannon which fires bouncing balls, and a well 'ard Anti-matter Gun. You can also score some extra lives, continues and even fuel for your jetpac. It all depends on how much cash you have. Part of the challenge, in fact, lies in figuring out which weapons will work best on particular levels.

You start out in Magma, a luxury resort packed with volcanic fire-beasties, and boasting a flash



uck crawi?

No. Didn't think so. But how is Daffy going to get through such a small hole?



Through that gap! You must be joking, I don't have the biology for it.



No problem Daffy. Just do as I say. Turn your back and kneel down. Go on then.



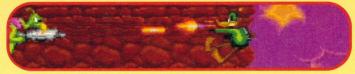
Now shoot your standard blaster and the recoil will push you through the hole.



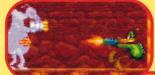
Ducks are incredibly versatile



They can shield themselves from the baddies' bullets.



Ducks can shoot back when attacked by green martians.



They can chill folk with a freeze gun.

This is a jetpac not a case of the wind.



Anti-matter aun 9mm!



The old cannonball trick, eh?



They can fire threeway guns. Handy for bashin' the biggies.



They can even tame electricity with this shocking little shooter.



You want to shoot Marv, but when you hit the glass bowl more martians come out.



The submarine fires depth charges at you. So, keep your distance!



Mary drops instant martians from his scooter. Get through this stuff as quick as you can.

The sound samples

are absolutely hilari-



Shoot upwards to take out these Loch Ness monsters, and watch out for the fire breath.

hotel with a lava pool. Your mission here is to catch Mary and rescue some politicians. What that actually means is finding your way through the various platforms, and blowing the boss away.

Having rescued the Magma resort from the wrath of Marv, it's off to the ocean planet where you get to waste loads of fish and take on instant martians (just add water!). After that you progress to an ice world, then shrink Daffy to take on the hazards of the jungle world, and finally, waddle through the mysteriously titled The Greatest Show On Earth level.

Daffy Duck: The Marvin Missions shines, because despite being a fairly linear platform-shooter, it's actually damn good fun to play. Graphically the game boasts some brilliantly drawn sprites which are full of character, and although the backdrops do lack imagination, they're fairly pleasing to look at.

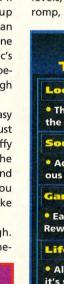
It's fairly tough, but don't expect it to last forever. It could do with some time-limits too

ous, with loads of authentic Daffy exclamations. (In fact, they're so good you'll almost certainly end up killing Daffy just so you can hear him yelp, "Mother!" one more time) The in-game music's equally smart with five bright, toetapping melodies to see you through each level.

The controls are responsive and easy to master, and the difficulty is pitched just right. Meaning you learn how to control Daffy before things get really tough. Pausing the game brings up a map screen, and it's this - and the game's restart points - which guide you through the platform action, and actually make you feel like you're going the right way.

There are a couple of problems, though. First up, the game really should have a timelimit to put the player under more pressure. As it is, the player can amble through the platforms, taking in all the sights on their first trip through. And considering the high price tag I really would've liked to have seen larger and more varied levels, but as an entertaining platform romp, you could do a lot worse. JAMES

Daffv Duck

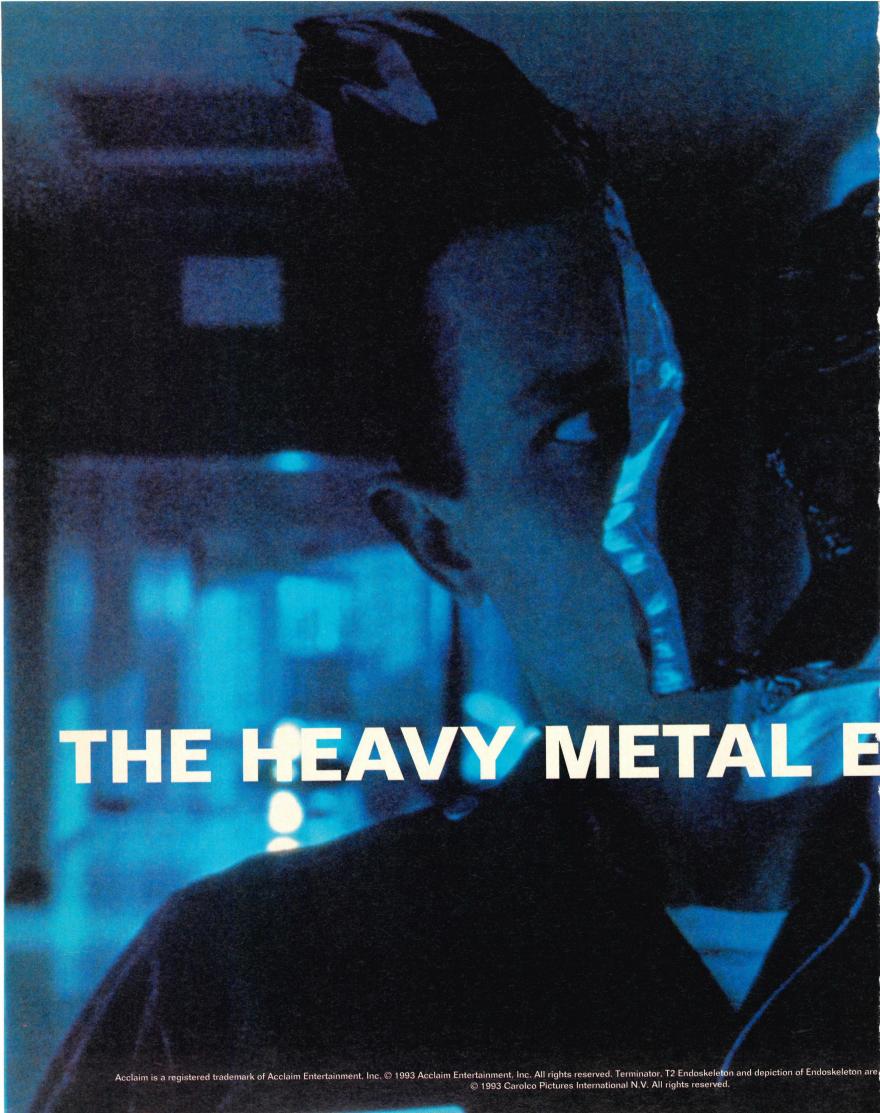


• The sprites are true to the cartoon, but the backdrops look a little sparse Adequate in-game music and some hilarious yelps and groans from the Duck himself Easy to master, responsive controls. Rewarding and entertaining gameplay Lifespan 📕 📕 📕 📕 📕 Although the game only has five levels, it's still fairly tricky to complete The bottom line "A polished game with wonderful graphics and sound. Daffy's animation is especially good. It's just a shame that there isn't more variety to the gameplay"



Levels 5 Difficulty Medium Continues Variable Release date ... January

Final score





TERMINATOR 2"

SUPER NINTENDO



THE ARCADE GAME

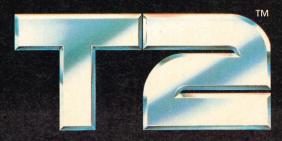


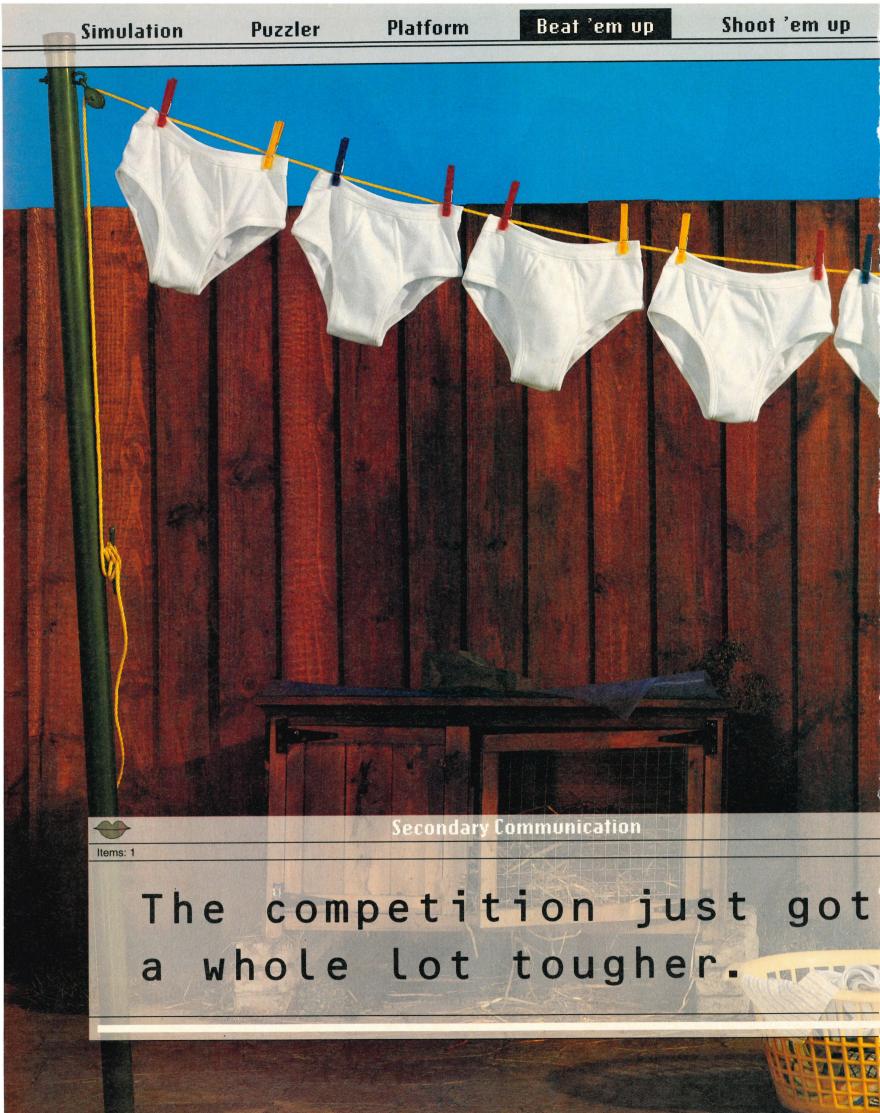
JUDGMENT DAY:

"Well thought out and good fun."

"All in all a great conversion."

89% - MEGA ACTION













Ha, ha, ha, ha, ha, ha, ha, ha, ha, ha!



Oh dear. You know he's around somewhere, but where exactly? Probably right behind you.



Cor, she's a bit of a looker and no mistake.

hen John Phoenix (played by Wesley Snipes) resurfaces in the future after a cryogenic accident, he quickly takes advantage of the totally unprepared police force to launch a hugely violent crime spree, which overwhelms the 21st century's authorities.

The only way to fight this animal from the past, it seems, is with another animal from the past. Enter John Spartan (played by Sly Stallone). Framed for a crime he didn't commit (aren't they always?), the maverick cop, dubbed the Demolition Man because things tend to blow up when he's around, is awoken from his frozen state to sort out Phoenix once and for all. The battle between these two men is the movie's central theme.

As a movie, Demolition Man works pretty well, with plenty of pyrotechnical delights and snappy one-liners on offer. Although Wesley is physically a rather unlikely match for Stallone's raw beefcake, he pulls off the act remarkably well, and there are some beautifully choreographed fight scenes.

exactly tax your mind, it's a bril-

liant vehicle for Stallone, who a year ago seemed destined for a career of TV movies and commercials. This puts him firmly back up there with Schwarzenegger and Willis. One problem, though: Stallone's been lined up to play Judge Dredd in the forthcoming movie of the same name, but Demolition Man is already so Judge Dredd-esque that it's going to be tricky to spot the difference.

himself, were filmed against a blank green background so programmers could cut them out and drop them into computerrendered backdrops.

Demolition Man's programmers originally intended to create a virtual world which Sly could walk through, but the limitations of the Super NES meant that the action had to be confined to static and scrolling shoot-out sequences. You view the action from behind the Stallone sprite; your gun sight is controlled with a cursor, and it's up to you to target your foes as you blast your way through the various scenarios.

One nice feature - which has yet to be confirmed - is the inclusion of a SFII-style beat 'em up. Virgin have clearly learned a lot from their programming of Dragon for the Super NES, and we may well see the fruits of their labours in Demolition Man's beat 'em up section (if it is included).

The problem is memory. Compromises will have to be made in order to fit all this stuff onto the SNES. With luck and some clever programming, though, this could well be the blaster to end all blasters. (Review early next year.)

THE GAME

Rather than fart around with an RPG or a platformer, Virgin have gone straight to the heart of the movie for their inspiration. It's a shoot 'em up, with just as many huge explosions as the film. The beauty of this conversion is that Demolition Man was one of the first movies to be made with video games in mind. Many of the movie's actors, including Sly

BLAM, BLAM, BLAM!

Just take a look at the pictures below for a taste of what the game has to offer. These are actually early 3DO development shots, but the Super NES can recreate these perfectly well.



Move the cursor to aim your pistol and kill everything.



Digitised stills relate the plot as you progress.



Great sprites and animation are trademarks of the game.





Entering the Dragon hall of infamy...

These are just some of the thoroughly disreputable characters Bruce is up against in his quest for truth, justice and a damn good scrap...





history of the martial arts. His importance cannot be stressed strongly enough. If it hadn't been for Bruce Lee, karate, kung fu and Tae Kwon Do would still be mysterious Oriental pastimes. Bruce Lee made martial arts trendy in

Like many of his friends, Lee learned martial arts as a hobby, but even at an early age it was clear he was a natural. His upbringing wasn't harsh, but the neighbourhood was tough and the young Lee soon learned that many kung fu techniques simply weren't practical in real fighting situations.

This led him to develop his own form of martial arts, called Jeet Kune Do, which borrowed the most successful elements from other fighting styles.

Dragon's a new movie about Bruce Lee's life: the man, the legend, the number one head kickerin. Frank O'Connor takes a look at Virgin's up 'n' coming game of the movie...

Bruce takes on the barmy ar

... With such nasty types on his case, it's a good job Bruce is the greatest fighter the world has ever seen.











Divina Hender

Lukeson

This is what happens when Tiddles goes

without his Whiskas.



Too many cooks spoil your chops. Dare you ask for a second helping?

There were European exponents of Oriental martial arts long before Bruce Lee arrived on the scene, but he was the first movie actor to make fighting look stylish and heroic. His combination of screen presence and pure athleticism ensured that his were the best kung fu movies around. Teenagers flocked to see him at movie theatres all over the world, from Kowloon to Cleethorpes.

Dragon, the movie, tells the short, but important, story of Bruce Lee's life. It's full of extraneous nonsense, with Bruce being haunted by a mysterious warlord, kicking hell out of loads of people for

Some small children train under Bruce's watchful eye. They give the film that vital 'aah' factor.

no apparent reason, and overcoming racism wherever it raises its ugly head. But the fact that the movie is essentially based on a true story gives it an immense pull.

Bruce Lee died a young man, and although the circumstances of his death have been shrouded in mystery, the truth is less enigmatic.

Bruce Lee suffered from headaches "His combination of

and high blood pressure. One day he screen presence and pure took an aspirin, fell asleep and never athleticism ensured that his woke up. Of course, it's a lot more interesting to suppose that Ninjas with a vendetta got to him, or that weird Chinese

"Dragon could be the first true rival to Capcom's mighty Street Fighter II - in terms of playability. at least"

ghosts abducted his spirit. But alas, no.

So what did Bruce achieve in his short life? Well, he made several chop-socky movies, including Game Of Death, The Big Boss and,

the best of the lot, Enter The Dragon. The latter was a big-budget Hollywood picture, but amazingly, the movie moguls let Lee himself decide how the fighting should look. The mixture of American gloss and Chinese fight choreography was a sure-fire winner. Enter The Dragon became the most successful martial arts film ever made.



were the best kung fu

Two Bruce Lees have a bit of a scrap with a drunken sailor, er, early in the morning, probably.



That's the last time I complain about my spring rolls being too crunchy and greasy.



Bruce has a run-in with a bloke from his childhood nightmares. Seven feet of angry dream demon is not to be tangled with... Unless you're the Dragon himself.



Divina is one tough lady. That's why it takes two Bruce Lees to get on top of her. Nice legs, mind you. Hmm. I wonder if she wants to go out for dinner tonight.



Bruce has a fight with himself in the kitchen. This could get confusing.

PLAY FIGHTING: THE GAME

So, what's the actual game like, then? Obviously, in this day and age, a new martial arts game has to seek inspiration from Street Fighter II. But, to Virgin's credit, this one has a couple of original ideas thrown in for good measure. For one thing, you can choose to have up to three fighters on screen at once. And secondly, Bruce can attack two people simultaneously - which is nice, because it is, after all, what he did best.

You may remember this idea being used before in a game called International Karate Plus, and it's a system which certainly makes you think. It's bad enough having one super-fast kung fu expert smacking you in the gob, but two of them? Okay, so Virgin's Dragon won't have as many characters as Street Fighter II, but it will have better animation. In SFII the emphasis is on big, solid cartoon

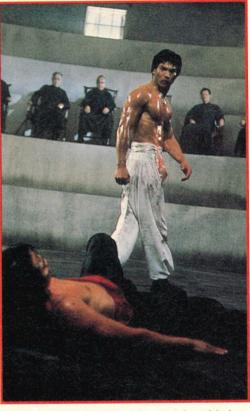


A bunch of Triad killers challenge Bruce to a fight. Very big mistake.

sprites, whereas Dragon features smaller, faster, more fluid ones.

During the course of a game, you get to meet and fight many of the characters seen in the movie. The mad chef from the restaurant where Bruce worked, the evil ghost that haunted his dreams and the sailors from the bar-room brawl. Many of the characters will possess special moves - and yes, you can control the bosses.

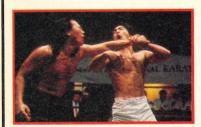
The special moves are a little more conventional than those found in SFII and tend to consist of combination kicks and fast punches. The Super NES version is still quite some way from completion, but the good news is that it will take advantage of the six-button control pad. This could be the first true rival to the mighty Capcom game - in terms of playability, at least. Look out for a review nearer the time.



See, I told you it was a big mistake. This is Bruce Lee, for God's sake, not Terry Christian. Some people never learn from their mistakes.

racter assassi

Without adhering too closely to the actual plot, the game lets you fight most of the characters from the film, but not necessarily in the right order. Funny business, movie licences.



This is the bloke you challenge to a fight and have to beat in under 60 seconds.



These are the American sailors who mess with your girlfriend in the local nightclub.



Yikes! The evil bloke from your nightmare comes to get you at the end!



This bloke attacks you on a movie set and the director thinks it's an act.

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Yikes! A large bull-shaped creature nuts you painfully in the head. the special moves are accessed by simply

For Super NES (1-2 players)



Frankie boy straps on his special kung fu knickers and heads off to Mangaland.

MANGAS

great sampled speech and

addictive gameplay

ricky one to explain this. Ranma is a girl, whose sex changes if she gets hit by water. Her dad is a giant panda and her teacher wants to kill her - it all gets very confusing. What you have here is a Street Fighter II

clone, which is based around popular Japanese cartoon series

Heh, heh, heh. those crazy Japanese, eh? Ranma

From Ocean

Price £45

is weird even by Japanese standards. The main characters include the King of Hearts, transvestites and that giant panda fellow. Each of these characters has their own special set of techniques, secret moves and some pretty bizarre habits.

The button set-up is fairly simplistic. There are two action buttons: soft and hard. Everything else you do is a combination of direction and buttons. The button set-up default is unfriendly and you have to change it before you start.

Once this is done, you can set about learning how to use the charac-Lovely Anime-style graphics, ters and their special moves.

The sad thing is that this won't take too long. Many of

The weird bloke in the nightgown has just defeated the other weird bloke. Actually, there are a lot of weirdos.

KATANGAS

Far too easy to complete using any of the characters and not really complex enough

The graphics are stupendous though these are very accurate representations of the Ranma characters. Fluid animation and high attention to detail

make this sparkle. There's a weird, almost sinister atmosphere to the game and the creepy music serves only to enhance this feeling.

pressing two buttons at once. This is hardly going to stretch your reflexes and Street Fighter II players

may find it all a bit limited.

It's an average game, and if anything it's slightly worse than the Japanese import version we reviewed years ago. Ocean really should've chosen Ranma 2, which is more fun and has better graphics. Not bad, but no competition for FRANK





Eat magic power you fire-breathing fiend. And don't even think about coming back for more. Don't let it even cross your mind.

Being attacked by a giant panda is painful... And a bit surreal.



Ranma performs her amazing pillar of fire. It works just like a dragon punch.

Looks

 Superlative cartoon graphics, with great animation and amusing sprites

 Tunes are a bit twee and silly, but the Japanese samples are pretty cool

Gameplay 📕 📕 📕 📕 📕 📕

 Very simple, very fast and for the most part, very enjoyable stuff

 Ranma is a bit too easy to complete, no matter which character you use

The bottom line

"What could have been a very special and very playable alternative to Street Fighter II, loses marks because it's far too easy to complete. I reckon it's better than Mortal Kombat though""

Levels 8

Difficulty Easy

Continues Infinite Release date December

Final score



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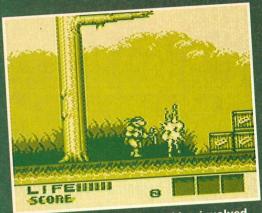
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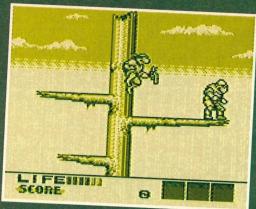
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There's an awful lot of smacking involved in this game. Basically, you have to smack just about everything you see.



Leap from branch to branch smacking things. Again. It looks a bit like Bionic Commando actually.



Mikey uses his helicopter-nunchaku trick to glide safely towards the entrance. Not that he actually needed to or anything.



An example of what not to do. Michelangelo can't fit through this gap, but perhaps one of his, as yet, unrescued Turtle buddies can. Go look for Donatello.

Radical Resci

For Game Boy (1 player)



right at home with those strangely named mutants. Sadly, the Turtles couldn't say the same about Chris.

From Konami

Price £25

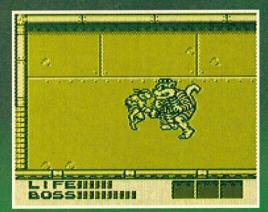
ooh dear, dodgy territory this one. Not only is it a licenced game, it's also a sequel. Cripes! Still, you can't judge a book by its cover and all that.

Turtles 3 uses a basic left to right scrolling formula. You play the part of Michelangelo and it's up to you to rescue your mates from the clutches of the evil Shredder.

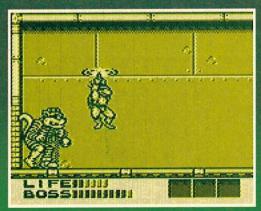
Not exactly ground-breaking stuff, I agree. But the size of the game - well - that's another story. The levels are massive. It's not surprising then, that part of the game involves finding

The ever-useful 'how to beat a boss' tip

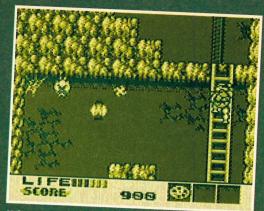
Beating up the Foot Clan and rescuing all your friends is what this game is all about, but there are also tough bosses to deal with. This first one, for instance, can be a real git. But fret not, cos we're going to show you how to collect a valuable key and kick the boss's ass good 'n' proper. We'll leave the gameplaying up to you, but we can show you a little tippy process that should (as long as your name isn't Frank) enable you to destroy this tiresome little boss. On with the tip then...



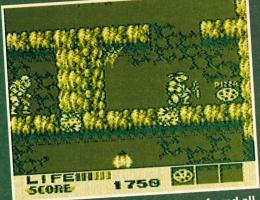
As soon as you get the opportunity, jump towards this, erm, whatever it is and hit the punch button, to get one hit in. Now jump back to the far left-hand side.



When the big boss runs towards you, jump into the air, then hit the jump button again to perform a life-saving hover move. Now turn around and hit him again.



When you're climbing a ladder, your main weapon becomes inactive and you have to use throwing stars instead.



Yum-yum, pizza! Whole pizzas are found all over the place and act as extra lives, so look out for them.



Yikes! A spout of scalding steam erupts from the earth, right in front of your face. If you can't stand the heat...

cards which give you access to new sections of the level. There's also a map feature, for those wishing to see where they are in the grand scheme of things. And, of course, there's plenty of fighting to be had.

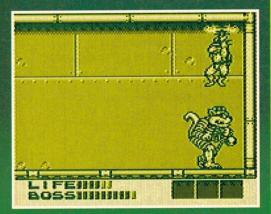
The Foot Clan are the geezers you have to pummel, but don't expect to have it all your own way, they can be a real pain at times. Luckily, noshing on a slice of pizza will restore some of your energy, while a whole pizza'll give you an extra life.

There's nothing particularly original in here, but beneath its somewhat dull

format there's a real inyer-face challenge.

Fortunately, Konami have thought to

TURTLES It's large, challenging and well programmed. And thankfully, there's a password system in there too



Then run over to the other side of the screen and repeat the process all over again. Beat him and you'll get a lovely key which will come in handy later on.

include a password feature and that cuts down the frustration factor quite considerably. Turtles 3 is a professional piece of software with nice graphics, cool sound and a challenge that should keep you going for quite some-

time. It all comes down to whether you really like these type of games. But that sounds like a bit of a

TERRAPINS

There's absolutely nothing original in here. But then, if

it isn't broken, why fix it?

world as we know it.

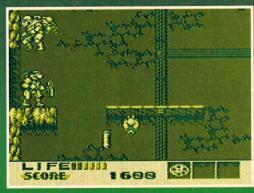
cop out, so I'm going to have to come up with a better explanation than that. Ah, yes. I know. While Turtles 3: Radical Rescue is a highly playable and worthwhile platform romp, when it really

comes down to it, it's not going to change the (gaming) CHRIS





Mikey's helicopter trick doesn't scare this nasty-looking bad guy.



An evil flying ninja attacks you with bombs from above. Not nice.

Teenage Mutant Hero Turtles 3

 Scenically impressive graphics with some excellently animated sprites

There's nothing spectacular to listen to, but it's all done very nicely indeed

Gameplay 📕 📕 📕 💆 📆 📆 📆 📆

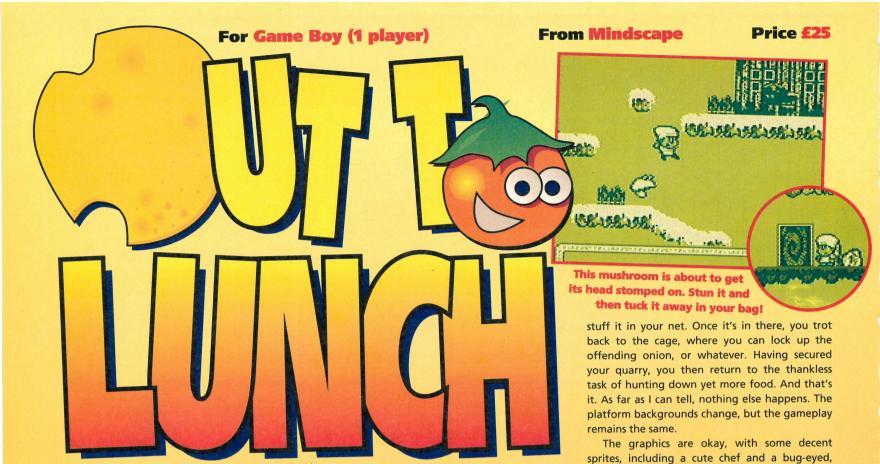
It's fun and all that, but there's no new gaming ideas in here at all

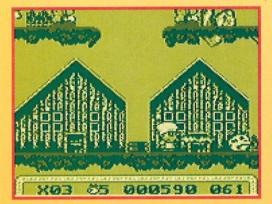
• A large game. Even with the password system you won't finish this in a day

The bottom line

"The bottom line? Large and highly playable, but it's not exactly original. If you like this sort platform beat 'em up, then you're going to love this. If you don't you won't"

- Levels 4 Final score Difficulty Hard
- Release date ... January





Ah! Traditional Swiss villages, full of cabins, trampolines and rampaging bread rolls. Eh?

> James Binns knows all about food. He knows just what he likes, and he knows the

Indian takeaway which sells it.

he nearest I come to actually cooking is rustling up a pot of boiling salted water, and even then I usually manage to burn it. So as you can imagine, I was a little nervous about playing Pierre, a top-

cooking bod with a silly chef's hat. Would I be able to chop vegetables quickly without joining the army of the amputees? Would I be able to tell the dif-

anything decent ference between a shallot and an onion at forty vards? And most importantly, would I be able to have as much fun as

Keith Floyd? Erm, no. Out To Lunch is a barely adequate game, with fantastically repetitive gameplay. Following a dose of gamma radiation - or something - the comestibles have busted out of the larder. And it's your job as chef, to bring 'em back alive. In order to do that, you have to jump on the fleeing ingredients or squirt 'em with ketchup. Apparently, Some cute food-type sprites this stuns the escaping food long enough for you to and, erm, an interesting variant on the platform theme. Maybe

000670 000420 Chef swipes an unsuspecting hamburger

Oh, I've got a luvverly bunch of mush-e-roooms!

A repetitive and boring old arcade classic, Burgertime. It's game, with uninspired more like a sub-game than anyplatforming and a lack of thing else, and that [

bouncing mushroom. The sparse backdrops leave

a lot to be desired, though, and the sound too is

pretty unremarkable. A bleepy ditty which you

can switch off and familiarly dull effects.

can't be worth £25, **JAMES**

Out To Lunch really offers you very lit-

tle, except perhaps, nostalgia for that

Out To Lunch

Looks

• The Game Boy is capable of much more than these empty little screens suggest

Sounds

CRUNCH

 Average effects and an irritating tune, which you can thankfully switch off

 Responsive controls mean that you actually feel like you're in charge

• It's dull, dull, Still, it might come in useful for placing under wonky table legs

The bottom line

"Oh, for heaven's sake, is this '90s, or what? Haven't video games moved on a bit since these dire little collect 'em up efforts were all the rage? Buy something else. Anything else"

- Levels 8 Final score
- Difficulty Intermediate

Continues

Release date . Out now

TOTAL! ISSUE TWENTY-FIVE JANUARY 1994

into his sack. It's the grill for you, laddy!



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'Silky smooth graphics and bags of gameplay...'

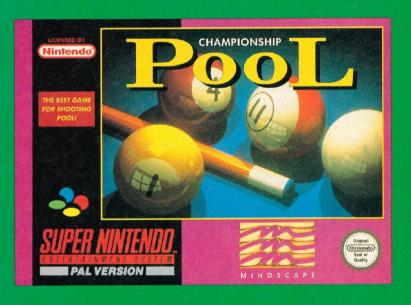
'The first of it's kind to hit the SNES'

'Pool is, not wanting to beat about the bush, an excellent game...'





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SCAPE



For Game Boy (1 player) From Sony Imagesoft Price £25

In tests, nine out of ten TOTAL owners said their cats preferred Dane to any other brand...

elix is a cat. You probably knew that already, but I bet you didn't know that he's a magician too. I'd also wager you don't care much and, quite frankly, neither do I. Anyway, he's a cat, a magician and now the star of his very own Game Boy game. Unfortunately, starring in a game like this is akin to starring in a low budget remake of Plan Nine From Outer Space, i.e: blimmin' pointless.

Pointless, because this has all been done before, and done a hell of a lot better. Felix The Cat would dearly love to be Mario, and while they've tried to make the game more or less the same, they've forgotten something - like the challenge and playability. I mean, what's the point of having a Mario-style game which

Yeah, okay, so they've included some Mario-type powers which Felix can activate once he collects enough



I want to take him home, hug him and squeeze him.

you can finish first go?

MEOWS A It's very easy to get into and kids will find it instantly accessible. It's fun for about two hours then you finish it



He's my favourite because he's so cute and furry...

items. There's the odd water and deep-space level to add a bit of gameplaying variety, but there's got to be some underlying kind of challenge to make

> it all work. Otherwise, you get the feeling that all your bounding around amounts to nothing.

> > This is just a case of fire, jump - oops - finished that level. Repeat this about 20 times and that's it, game over.



... Just like a video game hero should be...



ment and adventure. Probably.



Whoever decorated this place really ought to be shot...



Sounds like good advice. Maybe I'll go home and watch TV.



Dragon versus Beguiler? Doesn't sound very even to me.



Chris's fantasy has nothing to do with castles 'n' magic, but there was some mention of leather...

page to review this game sharp and to the point. RPGs are the kind of games that people either love or hate.

SWORDS Clear graphics, and tons of zappy spellcasting and sword-slashing

former category. Okay, so we've established that this is a role-playing game and that I like them. What's next? Oh, yes, that's right. The game.

You control a party of five adventures and, to cut a very longwinded story very short, you have to find

the various pieces of a very powerful time

For Game Boy (1 player) From Squaresoft

Price £25

ight, I've got just one

Sony would probably claim it's aimed at kids, and that they'll love it. Well, to quote another famous cat, "Big, fat, hairy deal." Besides which they'd be completely wrong, the kids won't love it.

By today's standards the graphics are pretty average and the sound is just awful. You could understand this if the game was a real demon to play, but this is just a limp-wristed affair. Come to think of it, I've seen poodles which are more savage than this.

There are plenty of awesome platformers available on the Game Boy, Super Mario Land being a classic example. So, don't waste DANE your money on this trash.

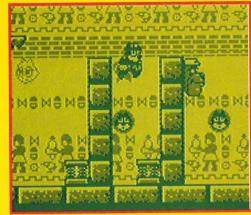


... It's much better than those pseudomacho gimps, who act tough all the time.

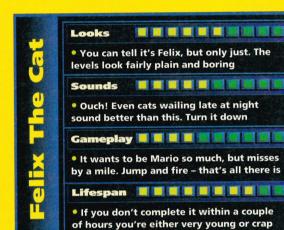




Yep, Felix's far more appealing to us girls than some muscley bonehead in a loincloth.



Come to think of it, though, that loincloth bit doesn't sound all that bad.



"This has got to be one of the worst Mario clones yet. A nice idea, but the lack of challenging gameplay means it all

The bottom line

falls a bit flat. Even youngsters will complete it with ease"

Levels 5 areas Difficulty Dead easy

Release date Out now

Final score

machine/space cruiser-type thing. So, you wander around talking to people and picking up the odd piece of information here and the odd experience point there.

Eventually, it all starts to make sense (honest) and you actually start winning a few battles, building up your characters and

SORES

finding bits of the machine.

All the characters earn Nothing particularly groundexperience points by breaking here – you've seen winning battles. Collect it all before enough of them and you get to move up a level. And the greater your experience level, the more damage you can inflict. You'll also get bigger weapons and more magic into the bargain. The magic ranges

from the usual RPG Cure-type spells through to

the more enigmatic wizardry of the Quake and Stone spells.

Final Fantasy III won't make you drop your Game Boy in surprise. If you've played any decent RPGs before, then you've certainly played this one.

The graphics have a nice cartoony feel as you wander around the settlements inter-

acting with the game's various characters and the fighting sequences are well done.

It's a fun game in its own odd, blobby kind of way. But if you already own a

copy of Zelda, then all this has been pointless, because you'll be far too busy playing

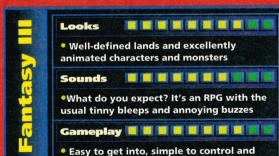
that to bother reading this review. And **CHRIS** that says it all, really.



It did indeed, and it also happens to be the cause of all your problems. This shot is from the lengthy game introduction.



Enough options for you? Everything that you'll need is here. Well, almost.



 Easy to get into, simple to control and everything on screen's nice and clear

Lifespan The later stages are pretty tough, so you will be playing this for some time to come

The bottom line

"A good, but fairly routine RPG. There's nothing here that you haven't seen before. If you've already completed Zelda, though, then this is a good one to go for"

Levels 14

Difficulty Medium

Release date Out nov

Final scor

For Game Boy (1-2 players)



Frank almost made it as a footballer. **Until they found** out he couldn't play football.

GOALS

The graphics are bland,

you get very sore fingers

after a while

It's a corner.

in front of

wait for someone to

the net and

nut the thing

into the net.

Now, that's

football!

Cross the ball

ensible Soccer is something of a phenomenon. Essentially, it's a very basic footy game, but the programmers spent an awful lot of time getting it just right.

On other formats, it's a deep, playable and fun soccer sim. So, how does the Game Boy version compare with, say, the Super NES one?

around with Well, most of the bits are there. You can choose teams, adjust strategies and play league or cup matches. Obviously, the graphics have been simplified - the sprites are small and dinky, and you can only see around a fifth of the pitch at any one time - but it retains the same look. FOULS

There are only two there's some nasty blur, and buttons to worry about, though: shoot and pass. The pass button sends the ball skating along the floor, low and slow. The shoot button hoofs the ball

2-0

Your free kick could mean the difference between victory and defeat, so swerve it like a banana.



From Sony Imagesoft

straight up the park, enabling you to apply the fabled aftertouch, which bends the ball left or right as it flies through the air. This is the real secret of scoring goals. Send the goalie one way, bend the ball slightly, then watch him land on his face while the ball rockets into the net.

Well, that's the theory. In practice, the controls are a little unresponsive and the ball blurs horribly at speed, making it difficult to locate and resulting in you chasing the damn thing all over the

pitch. This game makes your fingers ache more than any other Game Boy title I've Classic football gameplay, ever played. You're constantly adjusting your

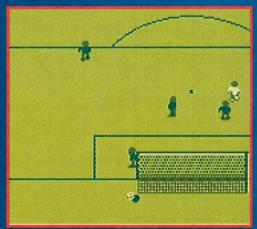
with nice controls and plenty of options for you to mess players' positions, and there's no respite until half-time. Past incarnations have also

included a standard two-player option. but this version requires two Game Boys, two carts and a link cable to achieve the same result. This is

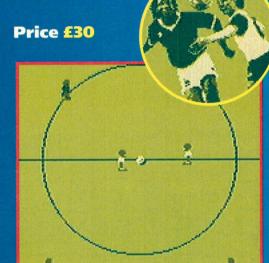
a lot of fuss, especially when you consider that Game Boy players are, in general, a solitary breed

who probably wouldn't mind playing footy on their own anyway. It's a shame, though, because as with most sport sims, the twoplayer game is where it's all at.

Sensible Soccer's simplistic graphics do little to enhance the game's appeal. The programmers could at least have shaded the grass a little to give you a better idea of where you are on the pitch.



Ack! Just missed a cracking shot from the penalty area!



Kick-off! So what's next, eh? A sprint up the touchline? Or a nice cup of tea?

That said, it plays a decent game of soccer, is reasonably good fun and should keep diehard football fans happy. It could have been better, though.

Sensible Soccer

Looks

 Good sprites, but the pitch just looks like a load of random lines and circles

• Some tunes, whistle samples and a sort of 'poot' for the sound of boot on ball

Gameplay II II II II II II II

 It's great in two-player mode, but it could prove very tiresome for loners

 Again, limited for solo players, but the two-player game will keep you going

The bottom line

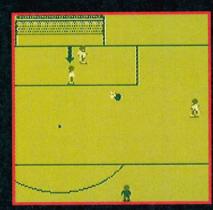
"A difficult game to do on the Game Boy, and the results aren't that impressive. It's a brave attempt, though, and despite its flaws it's by no means dreadful"

Levels Leagues Difficulty Hard Continues None Release date ... January

Final score

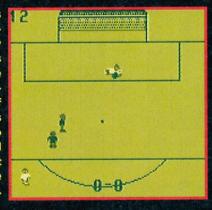
TOTAL Playing TACTIX SOCCET the Sensible way

Winning in Sensible Soccer is easy if you know how. It's a shame that Scotland and England couldn't master skills like these for their World Cup qualifiers.



You have a far greater chance of scoring if you boot the ball diagonally and swerve it slightly. The goalie is easily fooled by this type of shot and it leaves gaps in the opposition's defence.

Straight shots are best accompanied by massive swerves (using the game's aftertouch facility, of course). It's always best to chase the ball just in case it rebounds off the goalie's hands.





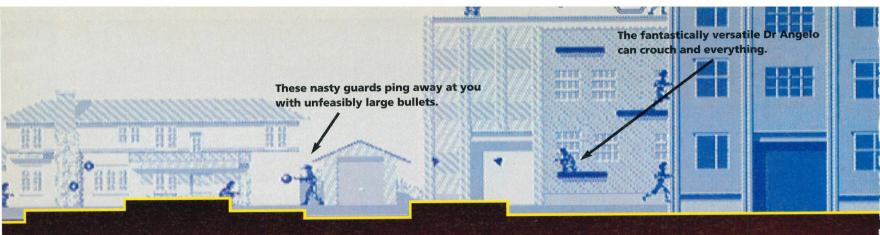
Constant
passing
prevents the
opposing team
from gaining
possession of
the ball. Apart
from the
obvious advantages, this lets
you play the
game at your
own pace.



The World's first 64bit game review



Issue **four** onsale at selected newsagents now





James Binns trims the edges and mows down just about everything except his lawn.

irtual reality on the Game Boy. Yeah, right. Months before Wild Palms hit our TV screens, The Lawnmower Man movie was wowing audiences with its fantastic VR sequences, which told the story of Jobe, a simple gardener turned cyberspace god. Ideal stuff for a video game you might think - and indeed, the SNES version (reviewed in last month's TOTAL) was an enjoyable, if flawed, title. But can the Game Boy handle the likes of The Lawnmower Man?



This racing sub-game looks a bit like the old arcade game Spy Hunter, but plays dreadfully. Padding, that's all it is. Padding.

The game's plot is all over the place, which is hardly surprising considering it's based on a mishmash of both the original film and its, as yet, incomplete sequel - the predictably named, Lawnmower Man 2.

You play Dr Angelo, a good guy whose mission - should you choose to accept it - is to get Jobe back under control. The game takes the form of loads of sub-games, the quality of these vary wildly and while some of them are good enough to warrant the price of the cart alone, others are completely worthless. The gameplay is

gas-pump boss - but none of this blasty action

completely linear, however, so don't expect too many surprises after your initial attempt.

Some great graphics and more gameplaying variety The early levels have you than you would think scampering around some ropey scrolling platforms. 'Uhoh,' you think, 'another tragically wasted licence.' Levelling your gun, you ping away at armed soldiers, men with jetpacs, bouncing monkeys, guard dogs and even a surreal

really helps you to overcome the nagging sensation that this is simply a tiresome way of losing a couple of your lives.

But all is not lost. There are, after all, those glorious 3D VR sections, which you reach by shooting and entering the rotating, hexagonal portals. These 3D sections incorporate some of the most impressive graphics I've ever seen on a Game Boy. You rush headlong into a tortuous course of obstacles and gaps - duckin' and a-divin', wheelin' and a-dealin' - it's great, even though you haven't got any way of braking.

The other sub-games include a 3D Space Harrier style shoot 'em up, a brainbashing logic puzzle where you have to complete patterns, a 3D shoot 'em cum dodge 'em up in a tunnel, and a scrolling car-chase type sequence.

Graphically, the game has a lot to offer, particularly during the 3D sections. These'd make an excellent game by themselves, and would've saved

LAWNS

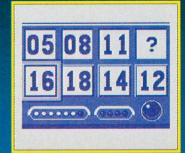
possible. Nice one

TOTAL gets in bed with MENSA

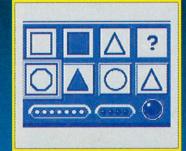
If you fancy yourself as a bit of an egg-head then you'll probably get off on this cerebral section. It's a little too short and perhaps a touch too fast to be really enjoyable, though. It's all about completing the sequences, y'see...



This one's easy. It's the dark triangle of course.



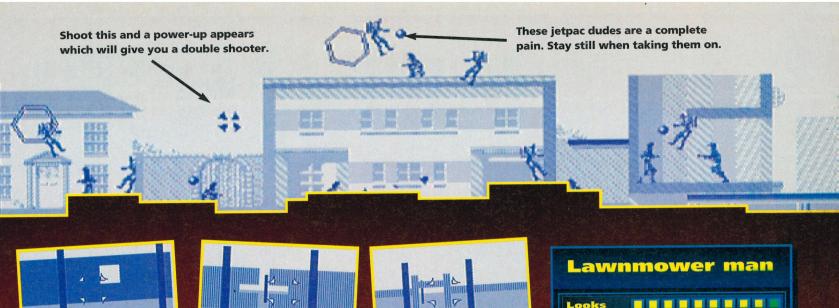
Bit trickier this one. Especially as I only have ten fingers.



I reckon it was 14. What another one! Erm, hold on.

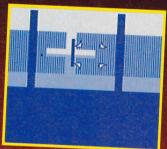


It was the dark triangle again. My brain's starting to hurt!

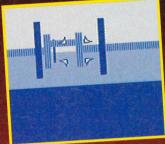




Imagine all this rushing towards you very fast...



Very, very fast. Mere still pics can't do justice to it...



When I say fast I mean fast. No nonsense, matey.

all that tedious mucking about on the platforms.

The in-game music is fine, but you can, if you like, switch it off without losing the FX, which is a pretty neat touch.

So, is it virtual reality on the Game Boy? Well, they've produced a damn fine game with loads of bits from the film.

YAWNS

Spoilt by some tatty sub-games and utterly linear gameplay. It would've worked better as

just a 3D shooter

The 3D sequences really are amazingly fast, and although the playing area of the Lawnmower Man is actually quite limited, it can't be beaten for sheer variety of gameplay. Okay, so it's not exactly virtual reality, but it's definitely the closest

> thing you can find on a dot matrix screen which offers four tones of grey. JAMES

Looks

 Some of it's a bit dodgy, but most of it looks brilliant, especially the 3D sections

Sounds

 Good tunes and effects. You can turn the music off, a feature frequently neglected

Gameplay II II II II II II II

 Would've scored higher if the platform sections weren't just a sudden death affair

Lifespan

 It's tricky to complete, but samey, so don't expect to keep coming back to it

The bottom line

"A good title, which includes some fantastic, ground-breaking 3D wizardry. Unfortunately, there's a number of diabolically tatty subgames hiding in there too"

| • | Levels | | | Loads |
|---|--------|--|--|-------|
| | | | | |

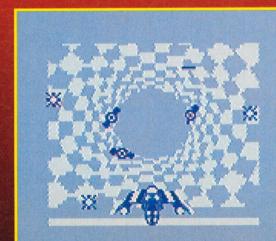
Continues None Release date December

Final score

guards a VR portal. Keep firing, keep your distance and keep an eye out for those petrol projectiles!

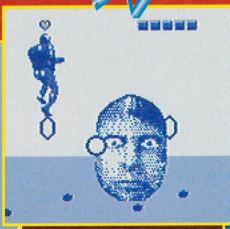


This petrol pump boss



This 3D data tunnel section zooms at you,

with shooting bad guys and a race track!



Shoot the gimp's face enough times and it will disappear, enabling you to get on with shooting the hexagonal portals.





There's just no end to the fun you can have in this game. Look, you can hang on ropes over chasms and everything. Hmm.



You can also die on spikes like these, possibly as a result of hanging on ropes, as mentioned above. Hmm again.

For Game Boy (1 player)

From Sony Imagesoft Price £25



Dane takes a Sly look at the latest movie tie-in - then promptly jumps off the nearest cliff.

And in that respect, at least, this is a faithful conversion, because it's crap too. Let me describe it in detail - don't worry, it won't take long.

You play Sly, who trundles from left to right across icy platforms, jumping over the odd set of spikes on the way. The enemies, such as they are, consist of birds and dogs (or are they wolves?),

who rush up and attack before you even know they're there. Real sporting, huh?

becomes exciting, as you occasionally get to shimmy across a chasm on a rope or

h, good, another film licence for the Game Boy. And what film is it, eh? A classic, like I did spot something somewhere... Was it the graphics? No, Alien? Or Reservoir Dogs? No, it's couldn't have been. Ah, yes, the that sad Sylvester Stallone film which no one went to see cos



apparently. Yeah, right.

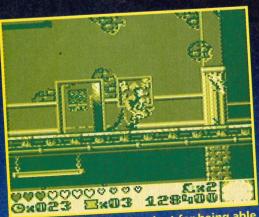
ver get a feeling of déja vu? Like Cliff-

hanger (see above), this is another

platformer based on a duff film with a

Dane used to fancy **Arnold Schwarze**negger. Until she met Frank. Now she fancies

Sylvester Stallone instead.



Arnie has a remarkable talent for being able to blend into any background. See?

For Game Boy (1 player)

muscle-brained geez in the leading role.

And get this: it's even made by the

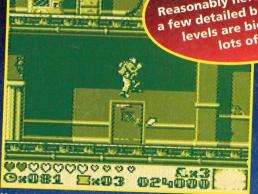
From Sony Imagesoft Price £25

LAH - as it's known to its few friends - isn't as boring as Cliffhanger, but it's no masterpiece either. As you'd expect, it's up to you to guide the

pixellated Arnie through a series of

perilous levels, beating up bad guys and jumping about a bit

ACTIONS same company. Fortunately, Reasonably hefty graphics with a few detailed backgrounds. The levels are big and there's lots of variety



He's also very good at the soft-shoe shuffle. Shame he earns his whack as an 'actor'.



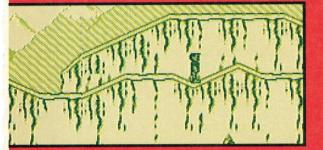
Arnie punches a bloke in the mush for no apparent reason, as is his wont.

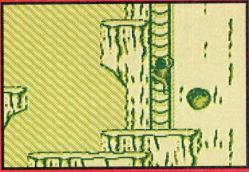


Pity, that. If they hadn't we'd have been spared the game.

even - wait for Graphics, gameplay, collision STIFFS it – climb up a detection, lastability, value for few ladders money - it would have been nice if even one of these ing rock-falls. Honestly, it's just was in here bundle of fun.

Okay, so I'm lying. It's blimmin' awful. Take the world's most bog-standard platformer, remove its graphics and replace 'em with a





Erm... There are some ladders later on. And rocks. And more flamin' tedious climbing.

few simple line drawings and a main sprite which doesn't even run. Put in screen after screen of tedious jumps and ridiculous enemies. Make the collision detection dodgy enough to ensure the player has to keep restarting



Have you ever read Catch 22? Great book. Bit odd, but great. Can I go now, please?

the level after one particular jump, because the computer doesn't detect that he's landed safely. Finally, add some screechy music, and there you have it: Cliffhanger, a master-DANE

 Primitive snowscapes, and Sly's sprite always bumbles along at the same speed

• The music's bearable, but not much else is going on in the sonics department

Gameplay III III IIII

 Same old stuff again. If only there was some spark of originality here...

 Assuming you were daft enough to buy it, I'd say two hours would cover it

The bottom line

"A film licence without a shred of originality or excitement. Rent the video when it comes out - it's much cheaper and a helluva lot more entertaining. And that's saying something"

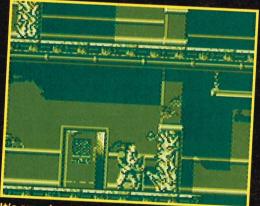
LevelsLots

DifficultyMedium

■ Continues3

Release dateOut now

Final scor



It's amazing what you can get for a few bits of paper. Like this lovely fire extinguisher.

as you go. You're assisted in this by what look suspiciously like bits of paper falling from the top of the screen. Collect enough of these and you get a power-up to help you past a particular obstacle.

Trying to kill the baddies is very frustrating. They've got guns and you haven't, y'see. So you

Looks

 The main sprite moves quite well, but he doesn't really look like Arnie

Sounds

• A decidedly minimalist tune and the usual scruffy spot effects, I'm afraid

Gameplay 📕 📕 📕 📕 📕

 Exactly the same as every other platform game you've ever played. Ah, well

 If you find the fighting challenging rather than just annoying, you might stick with it

The bottom line

"Well, we're not exactly talking Hamlet here, or even Terminator, for that matter, but Last Action Hero has got just about enough to save it from being utter drivel. Just"

LevelsLots

Difficulty Tough

■ Continues

Release dateOut now

Final score

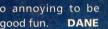
have to attempt to sneak up and kick or punch 'em to death. Unfortunately, if you get too close they tend to fight back, and judging

just how far you can go without them detecting you is extremely tricky. It's

usually you who ends up on the receiving end of a fatal barrage of punches.

> Like Cliffhanger, this is crap. Although the graphics are stylish, it's just

too annoying to be









HP 04 0=01 1 They needed to invent a new kind of alien after it was discovered that the Daleks had one fundamental weakness. They were beaten not

For Game Boy (1 player)



The only Predator Dane's ever been scared of is Frank after a one too many shandies.

lien Vs Predator. Even the very name conjures up images of a huge explosive battle graphics and lots of big levels to get to grips with between the two big-screen xenomorphs. Everyone knows the Alien would win, of course. Well, the film took more at the box office, didn't it?

Anyway, you're the wimpy old Predator and you have to escape the platform based Alien nest, preferably by wasting as many of the acid-slinging scumbags as you can. Along the way you'll also come face to face with the queen. She won't be offering you a knighthood, though, more like a spiked tail through the gullet. (Sounds like the curry I had last night - Frank.)

From Activision

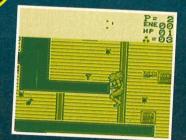
You're equipped with all the Predator's accessories including the three-dot laser cannons and lethal throwing disk. Sadly, this It's frustratingly tough at

awe-inspiring arsenal has a limited effectiveness against the nippy little face-hugers.

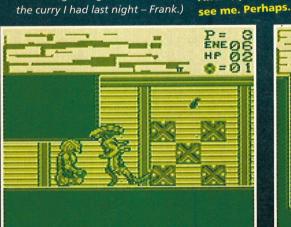
The Aliens, you see, have a tendency to attack you before you even know they're there. Instantly recognisable

This slight graphical hitch is the only real problem with Alien Vs Predator. It's a fine platform shoot-em-up, neatly

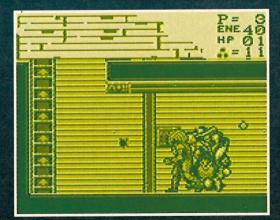
Price £25



Ah-ha! This must be a very old trap left over from the terrible Dalek days.



You aliens may be tough, and full of acid and stuff, but if you can't crawl under here to get me then you're knackered, aren't ya?



Either the Aliens have got appalling memories, or the arrows on that ladder are to help their 'guests' find the centre of their nest.

by advanced guns, but by a mere staircase.

wrapped around the two most famous aliens in cinematic history. True, the levels and gameplay aren't particularly varied, but with a measly

three lives and no continues Alien Vs Predator should give

even seasoned gameplayers on helluva tough challenge. When compared to its weak SNES counterpart this Game Boy version looks a fine game, and in many ways it is. There are

better platform blasters around, but this still rates up there with the best of the rest thanks to its star characters and heaps of playability. A DANE cracking little game.

Alien Vs Predator

Looks

times and the gameplay

lacks variety

 Smoothly detailed graphics and some satisfying animation. Not bad at all

 No music to speak of, and some of the sound effects are very disappointing

 Not exactly varied, but it's surprisingly addictive once you get into it

Lifespan III III III III

 The sheer size of the levels and strength of the Aliens guarantees a long life

The bottom line

"After all the hassle with the SNES version this is a pleasant surprise. It's a playable and quite addictive game. There are a few problems, but you could do a lot worse"

- Levels Lots Difficulty Medium
- Release date . Out now

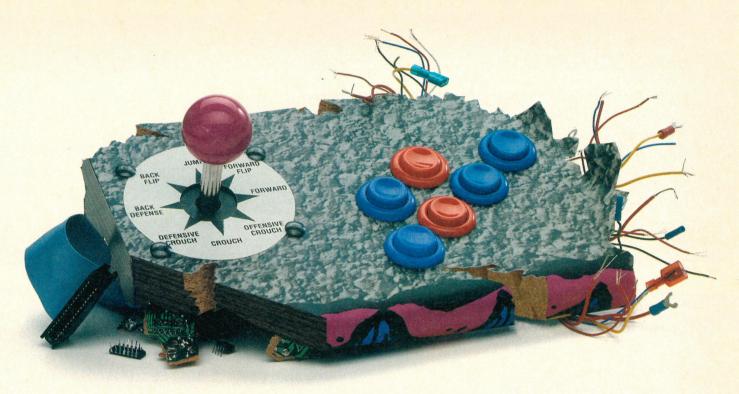
Final score

GAME BOY REVIEWS (86) TOTAL! ■ ISSUE TWENTY-FIVE ■ JANUARY 1994

If I don't look at those

Aliens, perhaps they won't





WE RIPPED-OFF A PERFECTLY GOOD IDEA

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad (also pictured). Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. IT'S HOW TO WIN.



ASCIIWARE

Why are we waiting, why-y are we waiting?

One of the most annoying things about Jimmy Connors Tennis is the rigmarole you have to go through before you even get to play a shot. I bet Andre Agassi never has all this trouble at Wimbledon. Bloomin' outrageous, that's what it is.



No, I do not want to practise. I'm a top tennis star. Just get on with it.



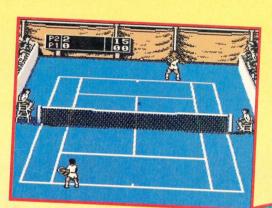
Do you really need to know who I am every time I play this game?



Here we go. About time, too. Do your worst. Oh, you did. Was that ball in?



Watch the expression on this bloke's face when I serve an ace.



Attempt to fool your opponent by hitting the ball to him.



Okay, so maybe I was ever so slightly out of A fast, fluid and flicker-free position for that shot. tennis game with a versatile to hold left or right after control system and a range

More a war of attrition than

a sport. It's easy to keep a rally

pressing A or B. Oh, and of skill levels the length of time you keep the button pressed affects the shot's angle and power. Not forgetting that pushing up or down controls its depth. How you're meant to work this out while the ball's hurtling at 200mph towards a bit of the court you haven't even got to yet, I don't know. **TRASHES**

But although the control method sounds like a set of instructions for a hyperactive

For NES (1-2 players) From Ubi Soft Price £30

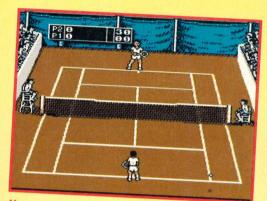
Unfortunately, Dane refused to put on a short, white skirt and a pair of skimpy knickers to play Jimmy Connors Tennis, despite our increasingly desperate attempts to persuade her.

ight, let's read the instructions first. 'When your player is correctly positioned to hit the ball, press one of the stroke buttons. The player will stop running and get ready for the stroke. Release the button to hit the ball...'

Well, that sounds simple enough. Except that button A gives a 'normal' stroke while B gives a 'powerful' one. And to alter the ball's direction, you have



Mmm... Maybe I will practise a little bit after all. About a year should do it.



Hang on a minute - why are there no women in this game? Bit sexist, isn't it?

hyperactive octopus, after a few hours it starts to make sense. Believe it or not, it is possible to control your shots in the fractions of a second available.

But that's only half the battle. The other half is not making mistakes. There are three skill levels, but even Beginner level is tough - mainly cos your opponent doesn't make as many mistakes as you. To have any fun, you really need to play another human (at least you're both pretty crap).

JCT is fast and nice-looking, and the control method works well once you've mastered it, but you need stupid amounts of skill or practice to get anywhere. A good try, but it needs more excitement. DANE

Rage against the machine (practice makes perfect)

Playing against the serving machine is easy because it never makes any attempt to return your balls (being a serving machine, you see). You're supposed to use it to practise your shots and hone your skills.



To play a backhand drive, just stand in the right place and hit the ball. Easy when you know how.



This'll fool 'em. Get up to the net and apply a thick dose of backspin and push left for a neat drop shot.



You play forehand or backhand depending on which way you aim the ball. Neat system.



The good old forehand drive never lets you down. **Push right after building** up to maximum power.



A great shot if you can pull it off. Up to the net, medium power, push left and up for topspin.



This machine is easy to play against. It's just a pity your human opponents move. And can see.

Looks

 One tennis court looks much like another, but it's fast, with well-animated sprites

 A jingly tune and assorted pings and bongs instead of proper sound effects

Gameplay

 A bit mixed. An oddly intelligent control method combined with numbing tedium

Lifespan | | | | | | | |

 Tennis nutters might stick with it, but the rest of us will soon give it up as a bad job

The bottom line

"A good attempt at a tennis sim, but what really lets it down is the amount of skill you need to beat the computer are you really going to play it long enough to get good at it?"

LevelsLots of venues

Difficulty3 levels

■ ContinuesNone

Release dateOut now

Final score



get the inside story

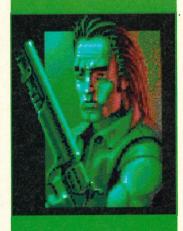
On Nintendo and how they fought their way to the top of the video game heap. How they made their mark. Who's in charge. Their plans for the future. All in our free covermounted book.

On the Bitmap Brothers' Chaos Engine and how they bought the classic game to consoles.

On the new 'wonder' machines. Can the 3DO and Jaguar topple the Super Nintendo?

On Cool Spot, Sensible Soccer, F1 Pole Position, Aladdin, Flashback, Turtles Tournament Fighters, Daffy Duck...

Game Zone really is that little bit better informed. The only question is: are you?





on sale NOW



A bumper seasonal offering of hints, tips and cheats for all your favourite Super NES, Game Boy and NES games (and a few you can't stand as well).

JIMMY CONNORS TENNIS



To start February with 1005 points (normally you start with only

100), enter the following code (the '*' symbol is the tennis ball).

V10Z GTD4 C*WS **Z5HF BFCO B8BO BHB7 BNB8 BCHG**

Thanks to Richard Beckett from Wigginton, York.

THE ADDAMS FAMILY



Jonathan Holmes from Hornchurch, Essex has sent in

the code to end all codes for this slick adventure game. On the password screen, enter BLH6N. This will get you 99 lives, five hearts and Pugsley, Granny, Fester and Wednesday saved, leaving only Morticia to be rescued.



The Addams Family spend a day at the municipal swimming baths. Remember: no diving, no pushing, no petting, and no being weird.

KIRBY'S DREAM LAND



This game is way too easy, so to make it harder, push UP, SELECT and A at the

same time on the title screen. The words EXTRA GAME will appear, and when you press START you'll have a harder game. If the game is now too hard, press DOWN, **SELECT** and **B** at the same time to get a sound test, more lives and more energy. Thanks to lan Chan from Scotland.

KRUSTY'S SUPER FUN HOUSE



Here's a few level codes to make Krusty's more fun.

Level 2: SKINNER Level 3: SCRATCHY Level 4: BARTDUDE Level 5: BOUVIER

Thanks to the dude, James Godenough from Surrey.

BLUE SHADOW



To get a level select on this slick platform hack 'em up, wait for the player

select screen, then press A 12 times. You'll hear an unusual sound. Now hold down a selection of A and B on both or just one of the controllers and you'll be able to choose which stage you start on. Using this stage select cheat, you can also become invincible. Enter your stage select, then add DOWN

on controller 2 to the button combination. Many thanks to Robert Skipper from Portsmouth.



A young man dressed in purple and white does his very best impersonation of the Funky **Gibbon from The Goodies.**

SOLOMON'S CLUB



Arjan Mensch has sent in a ton of cheats, all the way from Holland, for this stun-

ning Game Boy puzzle game.

Level 1 Room 01: ?JJJJJ

Room 02: 4KJBJJJJ Room 03: 8KJDJJJJ Room 04: JKJHJJJJ Room 05: OKJSJJJJ Room 06: OKJYJJJJ Room 07: MKBYJJJJ Room 08: 2HDYJJJJ

Room 09: THHYJJJJ

Room 10: MHSYJJJJ

Level 2

Room 01: GDJJJJ Room 02: 2DKJBJJJ Room 03: 6DKJDJJJ Room 04: XDKJHJJJ Room 05: RDKJSJJJ

Room 06: RDKJYJJJ Room 07: ?DKBYJJJ Room 08: ODHDYJJJ Room 09: 8DHHYJJJ Room 10: ?DHSYJJJ

Level 3

Room 02: ODDKJBJJ Room 03: 4DDKJDJJ Room 04: VDDKJHJJ Room 05: ODDKJSJJ Room 06: ODDKJYJJ Room 07: GDDKBYJJ Room 08: RDDHDYJJ Room 09: 6DDHHYJJ Room 10: 6DDHHYJJ

Room 01: KDDJJJ

Level 4

Room 01: CDDDJJ Room 02: RDDDKJBJ Room 03: 2DDDKJBJ Room 04: TDDDKJHJ Room 05: MDDDKJSJ Room 06: MDDDKJYJ Room 07: FDDDKBYJ Room 08: ODDDHDYJ Room 09: 4DDDHHYJ Room 10: FDDDHSYJ

Level 5

Room 01: BDDDDJ Room 02: ODDDDKJB Room 03: ODDDDKJD Room 04: 8DDDDKJH Room 05: ?DDDDKJS Room 06: ?DDDDKJY Room 07: CDDDDKBY Room 08: MDDDDHDY Room 09: 2DDDDHHY Room 10: CDDDDHSY

Level Solomon

Room 01: XDDDDD

After this you're on your own, cos there are no more codes.

PROBOTECTOR



This version of classic arcade game Contra can get pretty tough, so we

bet you could use 30 extra lives. On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, A, B, and you should be all set to kick butt. Thanks to Gregory Edward from Glasgow.



Phwoar, would you look at the privet hedges on that!

DUCK TALES



If you want to get some extra energy on the moon, go to the room with the

remote control, jump on the topalien and press UP. Cheers to Sam Cohen from London.



Warning: this screenshot has absolutely no connection with the tip. But it includes a smart duck sprite and nice clouds.

MORTAL KOMBAT



Cower no more here are the Mortal Kombat death moves.

KANO When close to your opponent, press DOWN twice, diagonally **DOWN** and **RIGHT** and then use a low punch. JOHNNY CAGE Press RIGHT, RIGHT, RIGHT, low punch.

SONYA Press RIGHT, RIGHT, LEFT, then block.

RAIDEN Press RIGHT, RIGHT, LEFT, LEFT, LEFT, high punch.

SUB ZERO Press RIGHT, DOWN, RIGHT, high punch.

SCORPION Keep pressing block and then press **UP** twice.

LIU KANG Turn 360° with the joypad (away from your opponent). Respect to Filip Stevens, Belgium.



Mortal Crum-Bait. Over-rated, over-priced and over here. Tuff nuts should stick to SFII Turbo.

PIPE DREAM



Mark McConnell, from Northern Ireland, has sent in codes for TACTIX this Game Boy puzzle

classic. Cheers, pal.

Level 2: HAHA Level 3: GNIN Level 4: REAP

Level 5: SEED Level 6: GROW Level 7: TALL Level 8: YALI

BUBSY



Jean-Baptiste **Meunier** from Belgium has been playing

Bubsy for ages and has this tip. To get a continue in Chapter 1, go to the end, but don't touch the big ball of yarn. Go back, and on one of the roofs you'll find a continue. Jean-Baptiste also sent passwords for these chapters. Ta.

Chapter 4: MKBRLN Chapter 10: MSFCTS Chapter 13: TGRTVN

STRIKER



Brendan Maguire from Essex has figured out how to play

the Elite or Rage squads on Striker nice one, son, over here, on me 'ead, etc. All you have to do is win the Super Cup with any team and then enter the Mini-League. Start playing and then quit the match immediately after kick-off. Go to the edit team screens and the two great teams are ready to go. Kickin' cheat, Brendan!



A shrewd offensive move sends the ball right into the middle of nowhere. Nice one, Graham!

ROAD RUNNER



To start off with 75 lives, press and hold LEFT, SELECT, R, Y

and START on the title screen. Keep these buttons held down until a screen displaying the usual 'Zippity Splat' motto appears. Then press X as well. Thanks to Daniel Lynch from London for that. Meepmeep! Or words to that effect.

GOLF



This cheat for people in silly shoes was sent in by John Lloyd from Derby. To do the cheat,

get to the title screen, then press DOWN, DOWN and START. This will take you to a training screen. Press **UP** and **DOWN** to select the course and LEFT and RIGHT to select the hole. You can take those checked trousers off now.

ELITE



Which Space isn't a question - it's the place in Elite where the Thargoids hang

out. Well, you live and learn. If you want to get there every time, exit a space station, plot a course to anywhere and then press B and **DOWN**. Hold them down until you make it. Thanks to Duncan MacGruer from Edinburgh.



Don't mess with me, you young rascal. Back in '86 I was the elite of the elite, I'll have you know.

RAGING FIGHTER



If you fancy controlling the same character as you're fighting, follow this tip from Timothy

Cope in Stockport, Cheshire. On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A. You'll now hear a 'ping' noise. Select one player then practice mode and you'll be faced with an identical opponent, coloured black so you can tell him apart. Thanks, Tim.



Here we have two terrifyingly dangerous Kray lookalikes with silly names (who, by coincidence, go to the same barber).

TURTLES: FALL OF THE FOOT CLAN



If you find yourself in a bit of a jam with this game, you can get an TACTIX energy top-up by

pausing the game and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START. Take care, though, as you can only use it

once per game. We've also got a gnarly level select which allows you to chose any bonus game. On the stage select screen, press A, B and **SELECT** simultaneously. A question mark should appear. Select this and you're sorted. That was from West Midlands boy Matthew Jeavens.

SUPER EDF



If you fancy a dose of invincibility, start to play level 1, then

pause and press A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT. Unpause and that's it. You're invincible and the game isn't any fun any more. Thanks to Mark McConnell from Northern Ireland for spoiling that one for us!



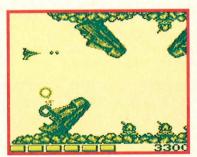
Make Super EDF absurdly easy with our invincibility cheat.

NEMESIS



If you want to be as hard as nails on this classy shooter, look no TACTIX further. Pause the

game, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B and A for a full power-up (excluding speed). If it's a speed-up and a force field you're after, pause and type B, B, B, B, B, A, A, A, A and A. Finally, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT will get you a smart bomb. Thanks again to Matthew Jeavens.



Power up your ship with our Nemesis cheats.

MEGA MAN 3



Betcha you could use nine energy canisters, eh? Enter the password A6 in

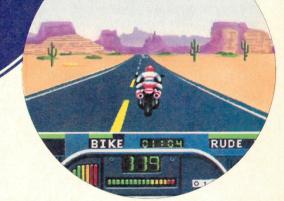
any colour and them canisters are all yours. Cheers to John Sperry from Bracknell for that one.

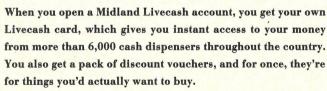
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TOTALOT

POSTCODE



SUPER

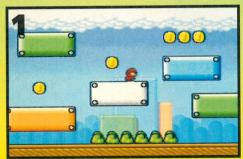
So, you've cracked some of the games, **but Super Mario 3** remains unsolved? Well, fear not, this tips fest will see you through...

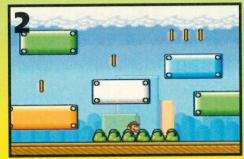
For SNES/NES (1-2 players) From Nintendo Price £45

THE WHISTLE-STOP TOUR

First things first, eh? If you want to finish the game you need to be able to warp. And in order to warp you have to collect the whistles. There are three whistles hidden in the game, the first one'll enable you to warp between the first and fourth levels, the second will let you select any level between 5 and 7, and the third one'll warp you to level 8. Interested? Well, this is how you get 'em...

WHISTLE ONE - WORLD 1-3

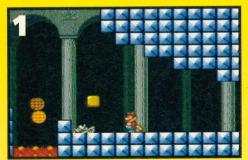


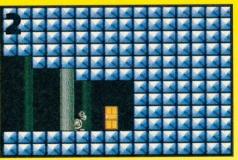


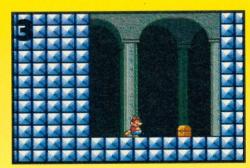


This is by far the easiest whistle to get - yes, they do get harder from here on in. Towards the end of this level you'll see five platforms (they're the green, white and light blue ones). Jump onto the white one and crouch down (1). After a few seconds you'll fall through the platform and land behind the scenery (2). From here run right to the end of the level, but be careful, you can still be hit by your enemies. When you reach the end of the level you'll enter a secret mushroom house where you'll be given the whistle (3).

WHISTLE TWO - WORLD 1 - THE BOOM BOOM HOUSE







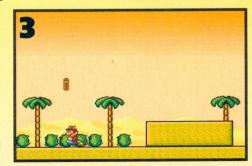
Not long after you've got the first whistle you come across the second one in the Boom Boom house. There's actually a bit of a difference here between the old NES version and the new Super NES game. On the old game you could spot the area you needed to visit because it had three church windows in the background. These have been taken out of the SNES version, but providing you memorise this screenshot you shouldn't have too much trouble finding it (1).

You need the Racoon flying ability here, but if you're already Super Mario, you can get it from this block. Once you've sorted out your flying status, jump on the Dry Bones Turtle, then run to the end of the corridor, but don't go in the door. Run back and then fly up. Carry on up, then when you reach the top, go right as far as you can (2), then press down. You'll enter a room with a chest in it (3). Open it up and you'll get the second whistle.

WHISTLE THREE - WORLD 2 - THE HAMMER BROTHERS







It takes a while to reach the two Hammer Brothers on this level, but when you've defeated them you'll receive a hammer. Once you've got it, go to the top right corner of the map and use the hammer to open the new map section (1 & 2). You have to fight the Hammer Brothers again to get the whistle, but you've done that once already so it shouldn't be a problem (3).

BEATING LEVEL 8

To get through world 8 you really need two P-Wings, but that's easier said than done. You get one from Princess Toadstool at the end of the first level, but how do you get hold of another one without trudging through all the other levels? Well, the easiest way is probably to enter a White Mushroom House. To do this on the first world you need to exit world 1-4 with all 44 coins (see the White Mushroom box on page 97). You can now get hold of the third whistle on world 2 and start on world 8 with two P-Wings. And believe me, you're going to need them.



Rescue the first king and the princess will give a you lovely (and useful) P-Wing.

WORLD 8 THE BEGINNING

World 8 is a bit different from all the others, because you need to get through three other stages before you can start tackling the level proper. The first stage is a tank stage. The whole level is made up of tanks and the quickest, and simplest way of getting through it is to use a P-Wing. Just fly along the top of the screen until you reach the end.

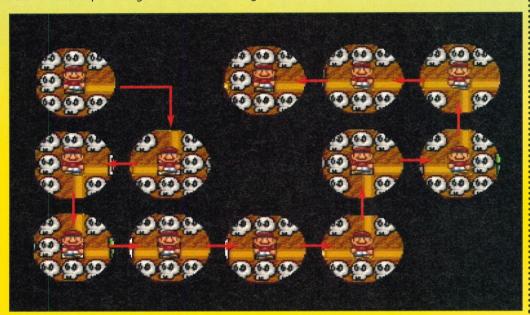
Next up is the battleship stage. This is a bit on the tough side, but don't use your remaining P-Wing here, save it for the next level instead.

The final part of this section is definitely the toughest stage of the entire game. So just use your P-Wing to fly through it. There are two pipes you can use, but only the one on the far right will take you on through the stage. To reach world 8 you must cross the flashing squares, if you don't time it right you'll be grabbed into one of three small, but quite dangerous levels. Make it to the end of these though, and you'll be given a prize (a Super Leaf, which you'll need later on). Get across and go down the pipe at the end - and voilà - you're on world 8.



WORLD 8-1

Here's a little map showing the basic route through level 8 to Bowser's castle.



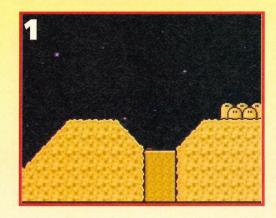
You've done well to get this far, but you ain't seen nothing yet. Every level from here on in is tough and ruthless. Make sure that you're Racoon Mario before you enter world 8-1 (you can do this by using one of your newly acquired Super Leaves), then at the start of the level, get up enough speed and take off. Head up to the top left-hand corner and you'll see a P-Switch (1). Hit the switch, then fall down (collecting the coins as you go). Take off again and fly right and up to find the pipe. Go down the pipe and Collect the three 1-Ups by hitting the big question block (2). Then finish the level, there's not much more of it to do, so don't worry about that bit too much.

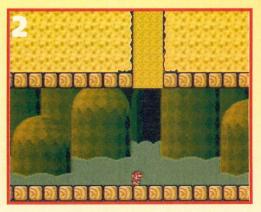




WORLD 8-2

A nice tricky little level this, with all the usual Mario-style secret bits, we've come to know and love. Start this section by walking straight into the quicksand (1). Allow yourself to sink into it, then wait until you reappear in a corridor (2). If you're small enter the pipe on the left to collect a power-up (usually a Raccoon thingy). Otherwise, head right to collect some coins. Once you've bagged the appropriate goodies, run up the hill making sure you avoid the spitting flowers - and then down the other side. Then jump on the springy blocks, or fly, to the end of the level.





WORLD 8 BOOM BOOM FORTRESS

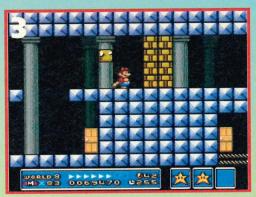
You can easily get lost in this fortress, so make sure you follow these screenshots carefully.



Go right from the start and smash the blocks. Then go through the door.



Go right again (minding the conveyor belts) and get the power-up from the block.



Destroy the blocks first before collecting the star from the power-up block.



Run all the way to right, jump down and run to the left to avoid the Thwomp.



Break the first block and hit the other one to reveal the P-Switch. Hit the P-Switch...



... And then enter the door on the far right to get to the end of the fortress.

WORLD 8 TANK LEVEL

There's one more tank level thing between you and Bowser's castle, but it's not really that hard. If you've got a Racoon suit though, now would be a good time to use it. Simply work you way though it (don't get carried away) and enter the castle.



WORLD 8 BOWSER'S CASTLE

Run past the laser-firing statues (1). Now go up and jump to activate the secret platform (2 & 3). Next, climb over the stairs – avoiding the spinning discs – and pick up the extra life in the top right-hand corner. Climb down the stairs and head right until you reach the middle platform (4). Continue heading right till you meet the Thwomp. Draw it towards you, then jump away. When it moves back to the right follow it and stand on the collapsing block (5). Drop down then, just as you reach the bottom, jump off and head right. Jump across the platforms, avoiding the fireballs. Now go through the door and prepare to fight Bowser.











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WORLD 8 DEFEATING BOWSER

You can't hurt Bowser by jumping on him, but don't worry, he'll bring about his own downfall (literally). Avoid his fireballs, then when he jumps towards you, leap out of the way.

Each time Bowser lands he destroys a layer of the floor. Get him to land in the same spot a few times and the floor beneath him will give way altogether, dropping him into oblivion. And that's it, you've finished the game and saved the world (again). What a hero.





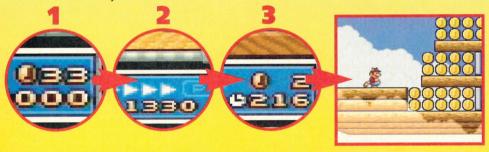
THE GOLDEN COIN BOAT

If you're in need of some coins and you don't fancy facing the Hammer Brothers, then the Golden Coin Boat could be just what you're looking for.

If you don't fancy having it out with the Hammer Brothers and you could do with some coins, try getting hold of a Golden Coin Boat. It's a lot of hassle, but not impossible.

What you need to do is finish a level so that the number of coins you've got is 11 times greater than the level number i.e: level 3= 33, level 5= 55 etc.

Then make sure that the penultimate number in your game-score matches the digits which make up the number of coins: So, if you've got 33 coins (1), the penultimate number in your game-score should be 3 (2). And then stop the level timer on an even number (3). The Hammer Brother will now turn into a lovely coin boat.



THE WHITE MUSHROOM HOUSE



The White Mushroom House is full of pleasant surprises. On odd numbered worlds (1, 3, 5 and 7) the chest contains a P-Wing. Where as on even numbered worlds (2, 4, 6 and 8) it contains an anchor.

CONCENTRATION IS THE NAME OF THE GAME

One of the most important bits about Mario 3 is upgrading your power-ups before you enter a level. One of the best ways to do this is to play the bonus Concentration game. This appears on a world every time you score 80,000 points, but unless you've got a photographic memory, the game is a bit on the difficult side. Unless you happen to have the layout of all eight different cards, that is...

Key: F= Flower, S= Star, M= Mushroom, 1=1-up, 10= 10 coins and 20= 20 coins.



F-S-1-F-20-M 10-M-20-1-M-10 S-F-S-M-F-S



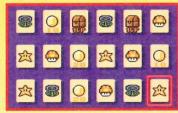
M-F-20-F-1-M 20-1-M-10-1-F S-M-S-M-F-S



1-M-10-M-F-S M-10-S-20-20-F S-1-F-M-F-S



M-F-20-M-10-S F-1-M-10-1-20 S-F-S-M-F-S



F-10-1-F-1-M S-M-20-S-M-10 S-F-20-M-F-S



M-F-1-F-S-S 20-S-M-10-1-F 20-M-10-M-F-S



F-20-M-S-1-F 1-F-10-M-20-S M-10-S-M-F-S



F-S-1-F-1-M 10-M-F-S-M-10 S-20-20-M-F-S



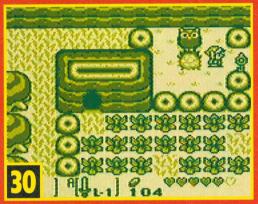
Last month saw the start of our Zelda IV player's TACTIX guide. If you

remember, we'd Final score just found the Slime key. Now it's time for the hard stuff...

For Game Boy (1 player)

From Nintendo

Price £25



Uproot the bush to find the Slime key. You'll have to dig around a little, but it is down there.

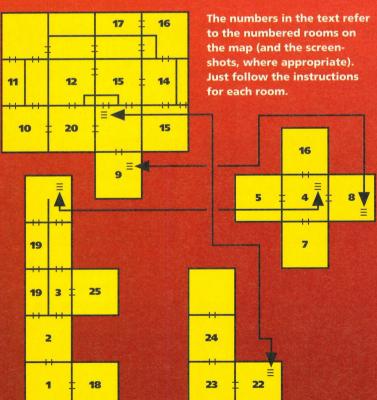


Take the Slime key. Now go left and up from Richard's Villa and open Dungeon 3.



Go down and right, then up and left to this location. Use the Roc's feather to jump left. Continue going left and enter the dungeon. You'll find the Key Cavern here.

Dungeon 3: Key Cavern



To go up, pick up a pot and smash the door. Kill all the monsters and a chest with a key inside will appear. Now go through the exit on the

right-hand side. Kill all the monsters and the doors will open. The chest contains a monster, so have your sword at the ready.

Go down the staircase and head left.

Switch to the feather and sword. Jump the gap and then



jump back when the monsters have disappeared. You now have plenty of time to kill the monsters when they reappear. Once you've killed them, get ready to grab the key which appears. (You won't get another chance to bag it.)

Kill all the monsters and you'll get a key. Hit the switch to go up the stairs. You'll find 50 rupees up there.

Grab a pot and throw it at the teleporting monster. Now kill all the other monsters to get a key.

Walk slowly up to the teleporting monster, then run along the moving walkway. You should catch it when it reappears.



Go to every corner of this room to kill all the monsters. You'll now get a key.

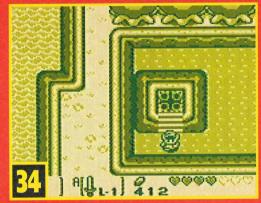
Use the same tactics again to get another key.

Kill all the monsters to make a chest appear on the upper walkway. Open the chest and you'll find a map inside.

START



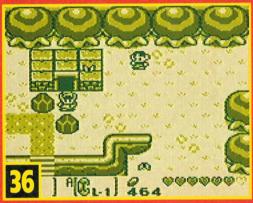
Before you get to the waterfall, travel to the desert in the south-east of the island. Once there, enter this secret tunnel.



After chatting with everyone in Animal village, head back to the Mabe village to give Tarin the stick. He'll use it to whack the Bee's nest. Once he's done that, he'll give you some honey.



Now go into this cave. Use the boots and sword to pick up 50 rupees.



Go to see Marin and learn the Ballad Of The Windfish. (It's a catchy little number.)



Go to the Dream Shrine and jump into the bed. Rush the monsters with your boots and sword. Now you can get 100 rupees and the Ocarina.



Use the teleporter to go back to Animal village.



When you reach this room, drop your bombs in front of the worms. With a bit of luck, they'll eat 'em and blow themselves up.



Push the blocks (as shown above). You can now get the Pegasus boots. Use your sword to charge and smash the crystals.

Put a bomb in the position shown to continue.

Use the boots and feather to jump the next two gaps. Get the Nightmare key. Now go back to the gap and drop a bomb.



HIP 1940



You can kill these creatures in one of two ways. You can either bomb them, or run around the room in a circular direction, fighting them with your sword.



Use bombs in this and the next room. Kill the bomb monsters to get hold of another key. Now head back to the entrance.



Use the boots together with the sword to destroy the magnet monster and you'll get another key.

Using the boots, dash up the left-hand corridor. Kill the tiny blob monster. Now retrace your steps and kill the skeleton guards. Once you've killed them, a chest with a stone slab in it will appear.



Open the block at this point, then go down the stairs.



Use the boots and sword, then use the boots and feather. Quickly destroy the teleporting monsters using the Pegasus boots and sword.



Go back to Animal village and give the cook your honey. He'll give you some juicy pineapple in exchange for it.



Nip back down to the beach and see Marin. She'll now come with you (she must like your pineapple).



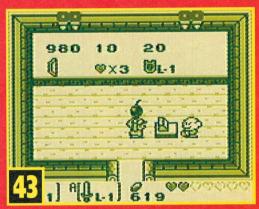
Revisit the Walrus and sing a duet with Marin to wake him up.



Travel to the top of the desert to reach this point. To beat the sandworm, hold the sword button down and face up. When the sandworm appears, walk into its face. Repeat this until it snuffs it.



You now need the Angler key. Fall through the sand-hole and place a bomb. Go through the secret door and you'll find a piece of heart.



Now head back to the Mabe village to get stocked up on bombs.

Kill the monster to get hold of yet another key.

Using the boots and sword (you need them a lot on this level) run straight up to the top of the screen and then back down



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again. This will make a huge eye appear. Keep running into the eye to split it in two. Concentrate on swiping one eye, making sure you move when it jumps. It will stun you for a few seconds, but killing the second eye is easier. Once you've killed it, you'll receive a heart. Sea Lily's bell is in the next room.



Pop into this room before you leave and you'll get yourself 200 rupees. The switch is in room 6.

If you thought that was tough, just wait till you see what we've got in store for you next month. And the month after. Paul Weaver is the man to blame.



Go to this point, then head down the secret passage in the woods. Throw some magic powder down the well to wake up the demon. Once he's woken up, he'll give you some extra magic powder. Hurrah!



Head right from Tal Tal Heights. Go to this point and use the Angler key to open Dungeon 4.







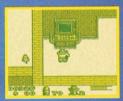


Send all your questions and codes to: Q&A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

I've just bought Jurassic Park for my Gameboy and I'm completely stumped on level 1. I've collected four security cards, and all the eggs from both inside and outside the buildings. But nothing's happened! I hang around the gate, but it doesn't open. How do I complete it?

Daniel Manzari, London

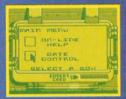
You're very near to completing the level, Danny-boy. You need to visit one of the terminals in the movement detectors, or the computers in the buildings. The last time I played it I used the computer in the East building. Log on, select Gate Control, and if you have all the eggs and security cards, you will get the message



Start by finding a



then open the gate...



...then log on and select gate control.



...letting you go out into the main park.

'The main gate is now open'. So all you have to do now is get Tim through the Triceratop stampede, but, believe me, that's a task which is easier said than done.

I have got Turtles IV on the SNES. Is there any way to make it harder? Ricky Lane, Reading

I bet I know what you did. You went and completed it on your very first evening on the Easy setting, using all the extra continues that the game generously pushed your way. You sucker. And even when you turned the Difficulty right up, you found you could still complete it!

Ho-hum. Have you, by any chance, completed the game on the Hard Difficulty setting? You get an awesome, long ending sequence. Loads of great animation, utterly cool music... But, ahem, back to your question!

No. We don't know how to make the game harder (Anyone?). But you could try playing it with the joypad upside down, avoiding power-ups, trying to get as far as you can without fighting... That sort of thing.

In the meantime, try changing the music, that should cheer you up a bit. Select the sound test on the options screen and go through the sounds until you reach one called Staff. Start any other song with BUTTON B and if you then PRESS **BUTTON Y** it will change slightly. Smart.

In issue 23 we were stumped by a problem on Super Star Wars for the SNES, but John Heally from Birmingham has found a solution to Morry Layton's trouble. Morry's the chap from bonny Scotland who thought his game was crashing at the end of level 14, but it turns out his cart is okay after all.

Cheat cart co

Action Replay codes

There's a handy hotline number for each of the Nintendo formats, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992

BOB



7E020C63 - Unlimited remotes (trampoline) **7E023763** - Unlimited

7E022D63 - Infinite lives

7E023863 - Unlimited guns (flamethrower)

7E023963 - Unlimited guns (rockets) **7E023A63** - Unlimited guns (bolt) **7E023B63** - Unlimited guns (wave)

7E0F423B - Unlimited time (turn Action Replay

off at end of each level)

COOL SPOT

7E00D265 - Always have 101 cool points (turn Action Replay off at end of each level)

7E00D403 - Infinite lives

7E00D00F - Unlimited energy

7E00AAXX - Level select – replace XX with the number of your chosen level (between 00-10 these include bonus levels)

PLOK

00DBD4F0 - Use with the code shown below to enable you to play the imported US version of the game on a standard UK PAL machine.

00803000 - Use with above code

7E076805 - Infinite lives 7E0806A0 - Unlimited energy

7E0848XX - Level select - replace XX with the number of your chosen level (between 00-28)

WORLD HEROES

7E08C199 - Stops the time

7E08B1XX - Changes the amount of time available - just replace XX with the amount of time

you need (between 00-FE, FF for unlimited time). **7E00DE01** - Simply keep kicking the middle of the screen for a perfect.

7E08C308 - Player 1 is Geegus

FACEBALL 2000



00XX2BDA - Level select - replace XX with the number of your chosen level (between 00-32)

000370C7 - Infinite lives

00030CC2 - Unlimited energy

ALFRED CHICKEN

0105F1FF - Infinite lives

03XXDCC4 - Level select - replace XX with the

number of your chosen level

0A02EEC4 - Invincibility

OA0146CC - Enables you to permanently keep bombs

ALLEYWAY

03XX45CA - Level select - replace XX with the number of your chosen level

BATMAN RETURN OF THE JOKER

080A8AFF - Infinite energy

At the end of Level 14, you need to use your Photon Torpedoes at the end of the trench. When the beep gets very fast, fire with the L and R BUTTONS, then sit back and watch the glorious end-of-game sequence.

How do you do Guile's upside down kick on SF II?

Joseph Kempadoo, Camberwell

Simply wait until your opponent is within close range, then deliver a hard kick.

I'm having difficulty on UN Squadron for the SNES. I never have enough special weapons to defeat the last guardian, because I have to use them up on the guardian before. Also is there a cheat to get extra money?

Michael-George Hemus

The important thing to remember here is that each of the bosses has a particular weak spot. And that's the only point worth firing at, because the rest is too heavily armoured. You'll know you've hit the right spot when the boss flashes. Keep firing at that weak spot and Robert is your father's brother.

If you keep running out of special weapons, ask yourself the question, 'Am I being greedy?'. Cash doesn't come easy, so avoid spending too much early on, and only take what you need for each level. Don't forget that when you're shot down, you take all that hard-earned weaponary down with you!

The easiest way to make a load of cash quickly, apart from a flutter on the dogs, or robbing your local High Street bank is to take out the convoys of supply trucks. That way you can make a quick \$20,000. Luvly jubly, and all that. If you own an

Action Replay, the code 7E00D901 will also give you loads of cash.

On Super Mario World, I can't get past Awesome, because there is an impossible jump. What do I do? Jamie Oakes, Eire

I suspect you're talking about the jump towards the end of the level. The best way to get across this is to get a cape and hang on to it until the end of the level. You jump, hit the Koopa and float down onto the blue block. Then it's a simple jump to the Giant Gate.

The other way to do it is to jump (After the super star has worn off) and bounce off the Koopa onto the blue block, but this, as you can imaginge, is much harder.

I am totally stuck on Castlevania 1 on the NES. I can get to level 4, but after that I just die on the moving bridges. Can you help me. Is there any way to get infinite lives or energy? I don't have a cheat cartridge like the Game Genie or anything. Dean Hawkins, Merseyside

The best advice we can give is to take your time over the platforms. The bats (which are one of the biggest problems at this stage of the game) are frustrating, since they tend to attack you when you're between platforms. Whip the fourth candle from the start of this stage and you will get a clock which you can use to slow the evil little flappers down to a more reasonable pace. Keep trying!

I haven't got any codes for infinite lives or energy, but if you enter HELP ME as the code, you'll have a full ten lives to squander in the batfilled haunts.

Don't ask us - we just work here!

Even game heroes like us don't know everything. These are some of the questions we couldn't answer. If you can help, drop us a line at the usual address.

level, I can't get past the jump at the end of the Ricky Lane, Reading

Do you know any Pro-Action Replay **Ross Ellner, Ponsanooth**

NES. I've followed your solution in Issue 6, but I'm still stuck. No matter which character I choose, when I ask 'em to use the ENVELOPE with the TYPEWRITER, they all say, 'I don't Liam English, Swaffham

on the NES. I can get past the large crack know what to do next.

Oisin Keshane and Oliver Capon, Essex

Ghost House, but I can't get down to the **Gavin Collins, Macclesfield**

BONKS ADVENTURE

01031ECD - Infinite lives

DOUBLE DRAGON III



00045D63 - Unlimited energy for player 1.

0006DF63 - Unlimited Nunchuks for player 1.

00045E63 - Unlimited energy for player 2.

- Unlimited number of Nunchuks for 0006E063 player 2.

0006E263 - Unlimited number of Iron Claws for Chin Seimei.

0006E163 - Unlimited number of Shurikens for Yagyu Ranzou.

SMASH T.V.

0001CA05 - Infinite lives for player 1. 0001CB05 - Infinite lives for player 2.

MICRO MACHINES

00032103 - Infinite lives

DOUBLE DRAGON II

00043203 - Infinite lives for player 1.

More Action Replay codes next month

Game Genie codes

SUPER DOUBLE



4A8B6DA5

Infinite lives for player 1 4A8B6705

- Infinite lives for player 2 9B8B04DB - Start one-player game with nine credits

DB88070B - Start two-player game with nine credits

DDB0D725 - Dragon power increases faster

SUPER PANG

slower than usual

DDB46F04 - Infinite lives C9BB6FA4 - Infinite credits FB8464D4 - Clock runs faster

108464D4 - Clock runs slower A68464D4 - Clock runs much

DD876DA4 - Infinite amount of time

TIMY TOOK

BB6F14DF

BBCOCFAF - Continue game with 99 lives

DDC03F07 - Infinite lives on football level

3CE9448A - Infinite health DB6D47D0 - Start with nine

DB6D4700 - Start with nine continues on challenge level

PARASOL STARS



To use any of these codes you must remember

GZUVASEO as your third code.

SZKTZUVK - Infinite lives NNUVUUVN - Slower rate of fall **AEUVUUVY** - Use parasol to

control fall

BATTLETOADS



007-C2E-3BE Infinite continues 097-ED8-E66

TACTIX Start with ten lives FAC-CAF-4C1 + 007-B0E-F71 -

Infinite lives and infinite energy 063-26F-D5A - Energy halved on the first life

06E-388-D5A - Energy halved on all lives

CHASE HO

111-22C-543 - No roadside obstacles to get in your way

TRACK AND FIELD

3E7-7FD-4CA + 007-80D-E6E -Gives you 100% power **45D-999-E6D** - Push up for the best angle on the long jump 45A-1EA-E68 - Push up for best angle on the javelin 454 -D1A-E68 - Push up for the

best angle on the triple-jump

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Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

 Master System II for sale with Alex Kidd built in and three other games, £60.

Super NES game (UK), Mortal Kombat, two weeks old, £40. Ask for Andy.

Tel: 0706 818685

SNES (PAL) with five games, inc. F-Zero, 91% in TOTAL, Advantage joystick, converter, case, all boxed, £450 new, sensible offers considered.

Tel: 0463 83259

Latest SNES stuff for sale. I'll also consider swaps on an 'equal status' basis. Tel: 021-459 7576

For sale NES games, Mario 3, Mario 1, Turtles 2, Tennis and Duck Hunt. Also Advantage, Max and Zapper. Offers?

 NES lightgun, three control pads, eight games (including Mario 1, 3, Double Dragon 1 and Double Dragon 3) and a Game Genie. Phone David after 4pm.

Tel: 0389 30235

10-month-old NES for sale, boxed with six top games, inc. Super Mario Bros. 3, NES **Open Golf and The Fantastic** Adventures Of Dizzy. Also, two control pads, only £85. Tel: 051-929 3792

UK Super NES with Mario and eight other games, inc. SFII, Star Wars + Starwing, sell for £270, might sell individually. Also, US games for sale.

Tel: 081-660 0344

TOTAL issues 1-18 (except issue 11), all excellent condition, £18 the lot ono. Ring after 6pm.

Tel: 0705 831103

Sell Hook, F1 Race for GB, £10 each. F1 Race includes four-player adaptor.

Tel: 0420 489224

I am selling SML1 + 2, Tiny Toons, Prince Of Persia and Nemesis for the Game Boy, £15 each, all boxed except SML1, all have instructions.

NES for sale, 10 games, lightgun, two controllers. Games include T2, Solar Jetman etc., £125 inc. or games £10 each.

Tel: 091-265 1029 For sale, GB and Super NES games! Super Kick Off £17, WWF1 £14 (Game Boy), SFII £36 (Super NES), all boxed and

with instructions. Tel: 0772 632308

Game Boy for sale, six games inc. Dr Franken, Konix, GB holster and light, worth £210, will sell for £100.

Tel: 0273 731872

 NES Action Set + six games, all boxed and in excellent condition, complete with games docking bay, £95 ono.

Tel: 0358 721254

For sale, Super NES with three games and a universal adaptor in great condition for just £95. Also, Game Boy with six great games, including Star Wars, Mega Man and both Mario Lands, all boxed, iust £85.

Tel: 0492 518896

 Super NES games for sale, Alien³ £25, Super Aleste £20, TOTAL issue 1, for decent price. Ask for Oliver.

Tel: 061-445 549

I will sell Zelda III for £25, Super Star Wars for £27, Super Mario World for £15 and Best Of The Best: Champion Karate for £30.

Nintendo games for sale, Super Probotector £10, Solstice £15 and Digger T Rock £15.

Tel: 0494 524863

The best damn hand-held has to go! Atari Lynx 1 with three solid games, including Klax! Hey, that's not all - it's going for a staggering £60. Beat that! Tel: 0341 281160

 NES for sale, two controllers, one Zapper, four games, under a year old, boxed, mint condition, £80 for the lot.

Tel: 0665 89347

Game Gear for sale with 42 games, Wide Gear, battery pack, AC adaptor, carry case, vgc, all boxed, £300.

Tel: 0244 681881

Street Fighter II for sale with instruction booklet only, and £10 Virgin voucher, £25.

Tel: 081-997 9017

Hi, I will sell my Game Boy for £45 or will swap for UK (Super NES) game, e.g. Mario All-Stars, Starwing, Alien³, Mario Kart, Phone Nick.

Tel: 0702 76835

Sega Game Gear for sale, inc. Sonic, The Terminator, **Outrun Europa, World Class** Leaderboard Golf (plus more), magnifier, carry case, mains adaptor, cheat book, all boxed with instructions, only £160.

Tel: 0438 716593

Super NES game for sale! NHLPA Hockey (UK), shop condition, £30 ono. Call Ben after 6pm.

Tel: 0797 260523

NES with two controllers, Zapper gun plus five games, including Super mario 1 + 3, Duck Hunt, Rad Racer and Chip 'n' Dale. Also, brand-new joystick, perfect condition, £90 ono.

Tel: 0454 416493

Super NES games (UK), £30 each, Starwing, Super Star Wars, Desert Strike + Zelda III, all boxed with instructions.

Tel: 0772 881029

Super NES with two controllers and

seven games, inc. SFII + Zelda, very good condition, must be seen. Worth £450, sell for £250. Phone Chris, 6pm-9pm.

Tel: 0707 326420

 Super NES + two pads, converter, £80. Mortal Kombat £40, Super Mario World £30, Joe 'n' Mac £30, Sim City, Zelda III, £25 each or everything for £225 (all UK, perfect condition).

Tel: 0602 720757

For sale, NES with two controllers, plus Castlevania, Robocop, Top Gun, Super **Mario Bros. and NES** Advantage, at only £60. Also available, Life Force Salamander £10, Star Wars £20, Mission Impossible £15, Bionic Commando £10. Super NES Street Fighter II, £30. All in excellent condition. Tel: 0460 74399

NES games for sale, Rainbow Islands £26, Gauntlet II £25, Donkey Kong Classics £13 and NES Four-Score £15. Ring Matthew from 5-7pm.

Tel: 0484 537510

 Amiga 500 (2 Megs), 20-Meg hard drive, external drive, Action Replay, hundreds of games, disks, books, manuals, £300 ono.

Tel: 0344 773840

Commodore 64, 40 games, one joystick, £55, worth £200.

Tel: 0203 368054

Free SNES! Now I have your attention, mags for sale - GB Action, N-Force, Mean Machines and many more, 60p+.

Tel: 0223 862059

UK SNES with six games, including Super Mario Kart and Mickey's Magical Quest, Commander control pad and SN Propad. All excellent condition, £250.

Tel: 0344 882969

Super NES game, Krusty's Super Fun House, £20. Ask for David or I will swap for Mr Nutz.

Tel: 0293 773633

For sale, F1 Race, Krusty's Fun House, Super Mario Land, hard carry case + mags, good condition. Games £15, carry case £5, mags free. Tel: 0568 615729

NES for sale, five games, NES Advantage, Zapper and two controllers,

vgc, all boxed, unwanted gift, £80. Super Scope, with six-game cartridge,

hardly used, still in box, £35, F-Zero £35, or £55 both together, or swap the lot for Super Mario All-Stars. Ring after 6pm. Bagshot area.

Tel: 0276 475469

NMS magazines for sale. Also, GamesMaster and Console XS.

Tel: 0226 245606

Super NES games for sale, Amazing Tennis (US), SFII (US), Zelda (UK), £25 each, Starwing (UK), Mario Kart (US), Mario World (UK), Action Replay + codes, £30 each, Super Scope £35, adaptor £7.50. Phone Will.

Tel: 0483 720624 (Woking)

Sega Game Gear with nine games, including Sonic 1 + 2, Streets Of Rage and Lemmings. Worth £300, sell for £130. Ask for Graeme.

Tel: 0446 775565

For sale or swap, Gods for Super NES (80%), boxed and instructions, will sell for £27 or exchange for Axelay, Top Gear, Parodius, Sim City, NHLPA Hockey or Probotector (all UK Super NES).

Tel: 0942 866621

NES. 13 games (four US), one controller, Advantage stick, US adaptor, Game Genie and game holder, £150.

Game Boy with eight games, inc. Battletoads (90%) and Super RC Pro-Am (87%) and a link cable, sell for £100.

Tel: 0778 425463

SML1, Dr Franken, Alien³ and Burai Fighter, worth £100 but sell for £30. The GB games are boxed. Call Atul weekdays

Tel: 0625 582011

TOTAL! TOTAL! TOTAL 1 for sale. Offers. Ring Michael after 7pm.

 Magazines for sale. Mean Machines (multi-format), 5, 10, 13, 14, 18, 21, 22, 23, 24, 75p each or five for £3.50. GamesMaster (multi-format), 1 (£5), 2, 3, 5, 6, 7, 8, 9, 75p each or five for £3.50. Mega (Sega), 1, 3, 50p each. Megatech (Sega), 10, 12, 50p each. Also, TOTAL issue 1 with TOTAL binder that nobody wants to sell cheaply, £100! (It is a collector's item.)

Tel: 0291 690771

NES for sale! With two controllers and Zapper + six games, SMB1, 2, 3, Rock 'n' Roll Racing, Duck Hunt, Robocop 2, Rad Racer, £80, or games £10. (Local area only.) el: 081-699 0179

 Master System, five games, Sonic 1 + 2, Transbot, Heroes Of Lance and Alex Kidd, two controllers, £40.

For sale, NES with controllers, Advantage joystick, Super Mario Bros. 1, 2 and 3, Duck Tales, Chip 'n' Dale, Teenage Mutant Hero Turtles, Double Dragon and Kung Fu. Will sell for £200. No offers or splits.

Tel: 0291 690771

Street Fighter II for Super NES, UK, boxed, with instructions, £35 ono or swap for Striker.

Tel: 0504 762760

Nintendo with Tiny Toons (88%), Battletoads (92%), Mario, Tetris and World Cup Football with four-player controller, £85 or swap for Super NES with game.

Tel: 071-372 2680

NES games, Batman £15, SMB1 + Duck Hunt + Zapper £15, TOTAL issues 5, 8-11, 13-22, NMS 1-3, 5-7, 9-12, magazines £9.50 each.

Write to: Stephen, 149 Wynyard, Chester-Le-Street, Durham DH2 2TJ

Game Boy for sale with Mega Man (unboxed), Tetris, Mario, carry case and light/magnifier, worth £90, will sell for only £40.

Tel: 0702 587397

Super NES with nine great games, inc. SFII, Super Mario World, Best Of The Best, Super R-Type, Chuck Rock, all kit boxed, with instructions, two joypads + US/Jap converter, only £225 ono.

Tel: 0924 258026 (all day)

Mega Drive and Super Nintendo games for sale, large collection. Prices start from £15 for Mega Drive and £25 for Super Nintendo.

Tel: 0922 403699

 UK Super NES with Alien³ for sale, boxed with instructions, excellent condition, only £10.

Tel: (Wigan) 213932

NES for sale, five games, Metal Gear, SMB3, SMB1, Duck Hunt, Lifeforce, NES Advantage, Zapper gun, £60.

Tel: 061-969 1485

 BOB, Final Fight and Castlevania IV, £20 each, Super Mario World £15, Super NES controller £5. Ask for Hansen.

Tel: 081-677 6320

NES for sale, six games, Mario 1, 2, two joypads, Zapper, Game Genie, carry case, £85 or swap for Super NES and any game. SNES must work!

Tel: 0371 874888

Game Gear for sale! Three games, Sonic, Taz-mania, and Kick Off (all very good), mains and carry case, everything boxed with manuals, worth £208, sell for £85 or offers. Ask for Jeremy.

Tel: 0932 880149

 For sale, Super Nintendo with seven games, including SMB, Super Soccer, Super Tennis, Alien³, F-Zero, after 6pm. Tel: 091-251 5610

For sale, SNES R-Type (UK), boxed,

excellent condition, sell for £30 ono.

Tel: 021-430 4275

NES for sale with five games, including Paperboy 2 and New Zealand Story, with ZApper gun and two controllers, £110.

Tel: 0274 591292

NES for sale, two joypads, Zapper gun, seven games, including Mario 1, 2 + 3, all vgc, £60. Call Daniel.

Tel: 0924 0473 310199

Swaps

● I will swap Starwing (UK, no box) for Striker.

Tel: 0782 397731

I will swap my Super Mario World or F-Zero (boxed + instructions), UK, for your Zelda III or Super Probotector, UK.

Tel: 0364 653720

I want to swap my NES games (some without boxes). I'm open to offers. Alternatively, I'll swap two of my games for a Zapper/Laserscope with Wild Gunman or To The Earth.

Tel: 0924 848007

I will swap my SFII or Buster Busts Loose! or Super Soccer for Bubsy, Batman Returns, SFII Turbo or WWF2. Call Martin after 4pm.

Tel: 0772 423323

I will swap Double Dragon 2 or Gargoyle's Quest (Game Boy) for The Chessmaster (complete). Ask for Paul after 4:30pm.

Tel: 0532 653272

I have loads of NES games to swap, one NES game for one NES game, or two NES games for one NES game. Please ring for details.

Tel: 0895 674469

Game Boy swap, my Hook and Bugs Bunny for almost any good game. Ring me now!

Tel: 0895 674469

NES swaps. I have Swords And Serpents (boxed) and Zelda II (no box). Will swap one for either New Zealand Story, Micro Machines or Tiny Toons. Tel: 021-382 2778

 NES swaps. Will swap Mega Man 3, Bart Vs Space Mutants for Battletoads, Snake, Rattle And Roll, Micro Machines, Tiny Toons.

Tel: 0323 897941

 Wanted, Starwing, Shadowrun, Zelda III. Alien³ and SFII Turbo for Super Star Wars, Sim City, Super Aleste, Super Mario Kart, Mario Paint and Super Mario World, all boxed except for Super Aleste and Mario World

Tel: 061-483 4997

I will swap Off Road, Action In New York, North And South (NES) for any good GB game.

Write to: Chris Mason, 4 Jenny Gill Crescent, Skipton, N Yorks BD23 2RR

I will swap Mortal Kombat (UK SNES) for Star Wars or SFII Turbo. Must be UK. Ask for JC.

Tel: 0403 267194

I will swap Battletoads (NES) for NES Open, Mega Man 3 or Micro Machines. Tel: 0738 840674

I'll swap my Game Boy + two games for a Game Genie or an Action Replay.

Tel: 0708 721789

I will swap my Prince Of Persia (Jap), Zelda III (USA) or Pilotwings (Jap) for USA or Jap SNES games. Phone Scott. Tel: 0462 670102

I will swap my UK games (Super Mario World, Zelda III) for almost any decent Super NES games. Must include instruction booklet and preferably boxed. Tel: 0245 353738

Will swap my Game Gear, three games (Sonic 2, Columns, Super Monaco II) and Game Boy with three games for a US Super NES with one or two games (one or two joypads).

Tel: 0274 543826

Swap an NES, five games and Game Genie for a SNES, two games, good condition. Ask for Yahya.

Tel: 081-741 5181

Swap Spider-Man And X-Men or SFII

for any good game (call Ric after 6pm). Tel: 0707 654990

Hi! I'm a Game Boy owner. I have four games for swapping, Metroid II for R-Type II, Boulder Dash for Star Wars, Spider-Man for Garfield, Mega Man II for Castlevania Adventure.

Tel: 0244 316279

Wanted

 Wanted desperately, Monopoly and The Chessmaster for Super NES. Will swap for Lemmings or Castlevania IV (one of these for one of wanted) or will swap for Street Fighter II or Zelda III (one of these for both of wanted). Super NES UK version only.

Tel: 0291 690771

Desperately wanted, Super Nintendo games, Actraiser on UK format only with manual, doesn't have to be boxed. Also, Super Star Wars, Prince Of Persia, Mickey's Magical Quest.

Tel: 071-231 2325

SNES games wanted, Mortal Kombat, Striker, Tiny Toons, Starwing, Mario Kart, Super Tennis, Bubsy. W Yorks area only. Ask for Richard.

Tel: 0943 850874

Please, please! I need Dynablaster for the Game Boy. I'm willing to pay £18 for a copy. Ask for Alex.

Tel: 0494 725685

Pen Pals

Hi, my name's Barry. I'm nine. I would like a pen pal (m), aged 9-10 years. I like. football, American wrestling and playing computer games - NES, SNES, and Mega Drive. Will answer all letters.

Write to: 20 Cranford Lane, Heston, **Middlesex TW5 9ET**

I am looking for a pen pal aged 9/10/11. They can be male or female. Must only be interested in Nintendo - no Super Nintendo.

Write to: Gavin Alcorn, 5 Backmuir Drive, Birkill, Dundee DD2 5RA

Hi, I'm Paul. I'm looking for a pen pal, m/f, aged 10-12. I am 11 and into SNES. Write to: 3 Filliol Close, East Hanningfield, Chelmsford CM3 8UY

Hi, I'm looking for a girl or boy pen pal aged 12-15 (I am 13). Have to like

Nintendo, not Sega. Photo if you want, I'm not that bothered.

Write to: Samantha Rule, 18 Chestnut Avenue, Langley, Slough, Rorks SI 3 7DF

I'm looking for a m/f pen pal who has a Super NES, a sense of humour (age 9/10/11). Must be Sega hating and Nintendo loving.

Write to: Laurence Rowley, 172 **Cromwell Tower, Cromwell Place, London EC2Y 8DD**

Hi, My name's Gary. Looking for a pen pal aged 10-12 who likes Super NES, pets and drawing. Photo if possible.

Write to: Gary, The Bungalow, Southbourne Avenue, Drayton, Portsmouth, Hampshire PO6 2HN

Hi! I am looking for a pen pal, any age or sex. I am 10 years old, male. Someone write, please!

Write to: Lyndon Street, 28 Pollards Oak Road, Hurts, Surrey RH8 0JL

Rich here. Male or female pen pals wanted, between 10-15. Must like Red Dwarf and Game Boy. Photo if possible. Write to: Richard Vinson, 8 Rose

Eglos Close, Budock Water, Falmouth, Cornwall TR11 5DU

Hi, I'm Jim, I'm looking for lots of foreign pen pals, male or female, any age. I will reply to all letters. Write to: Jim West, Santara,

Gladstone Road, Burgess Hill, West Sussex, England RH1 5QQ Hi, my name is Jiri and I am looking for

a pen friend. I am 13 years old. My hobbies are canoeing, computers, pop music. I like animals. I have two dogs. Write to: Jiri Boublik, Budapestianska 6, 040 13 Kosice, Slovakia

I'm 11 and I want a boy or girl pen friend of the same age. Must like Game Boy, NES and Super NES and support Man Utd. Photo if poss.

Write to: Janet, 80 Bullar Road, **Bitterne Park, Southampton, Hampshire SO2 4GS**

Messages

To Em: Hiya! Have a kickin' Christmas! Love Lisa x (boona!).

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A guide to Super movie licences

ALIEN3 90% (Issue 18)



Absolutely fantastic mixture of platform, shooting and strategy. One of the most atmospheric SNES games ever produced. Better than the film.

SUPER STAR WARS

87% (Issue 15) Sumptuous graphics and a wide variety of gameplay make this a great licence

JURASSIC PARK 84% (Issue 23)



Scrolling arcade game with adventure elements and some brilliant 3D interiors. Nice animation, but it's a tad slow.

ADDAMS FAMILY

70% (Issue 8) Fab-looking platform game



with lots to do and a difficulty level high enough to keep you hooked. Frustrating, though.

LETHAL WEAPON

69% (Issue 16) Unimaginative licence with comedy sprites. A game involving chasing cars on foot would have been better.

BLUES BROTHERS



Scabby-looking platform game which should have had great sound but doesn't. Not as bad as it seems at first, though

Repetitive gameplay spoils this good-looking and atmospheric platform game.

The definitive guide to Nintendo games (and what we think of them)

Hoping to get a Super NES, Game Boy or NES game in your stocking this Chrimbo? Well, check out TOTAL Recall before you write to Santa and you'll know which ones to ask for, won't you?

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

Super NES

THE ADDAMS FAMILY 70% Issue 8 Slick, good-looking arcade adventure which is a hell of a chal-lenge but lacks originality.

ERO THE ACROBAT 83% Issue 24 Clever and pretty platformer which is different enough to be fun.

AGURI SUZUKI 67% Issue 19 Average but fast racing game in a imilar style to Pole Position.

AMAZING TENNIS 33% Issue 15 Ridiculously poor and completely AMERICAN GLADIATORS 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbis ANOTHER WORLD 74% Issue 12 Technically stunning and potentially a classic, but it's too easy.

ASTERIX 77% Issue 20 Great licence but an average platformer.

AXELAY 81% Issue 11 Very pretty **BASEBALL SIMULATOR 1000** 39% Issue 18 NES-quality graphics and terrible animation. A real stinker.

BATTLE BLAZE 59% Issue 8
A second-division slugger which looks
good but isn't varied enough.
BATTLE CLASH 28% Issue 12 tedious, simplistic Super Scope BATTLEMANIACS 68% Issue 22
Visually brilliant, but the gameplay is the same as NES Battletoads. BATMAN 66% Issue 19 Moody levels and a good-looking Batman BART'S NIGHTMARE 53%

BLAZEON 28% **issue 10** A sad sideways blaster with shuddery scrolling

BLAZING SKIES 42% Issue 12 Random gameplay, shabby graphics and no atmosphere. Dreadful. BLUES BROTHERS 68% Issue 19
Could have been a classic, but it's too
unoriginal and too blimmin' easy. B.O.B. 70% Issue 18 A funny, and appealing platformer, but it's just

not varied enough.

BOMBER MAN 93% Issue 19
The best four-player game ever! Great

BUBSY 81% Issue 20 ast and pretty, but too easy. (Still, it's

BULLS VS BLAZERS 52% Issue 20 of teams but they're all similar

Diabolical-looking beat 'em up with CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em u which is a bit samey but loads of fur CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and CAL RIPKEN JR BASEBALL 65% Issue 22 Not a bad attempt at a sim but the pitching lacks variety and it's

all a bit too random.

THE CHESSMASTER 79% Issue 21

If you're a chess-head you'll like this. If
you're not you won't. Simple.

CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic.

CLAYMATES 77% Issue 22 Origin platformer with great-looking sprites but sloppy level design. COOL SPOT 92%

Issue 24 Wonderful-looking and Issue 19 Basic-looking puzzler which is fun for two but boring for one CRAZV SPORTS 54% Issue 21 Get used to the cumbersome controls and you'll find a fab blaster here. DARIUS TWIN 62% Issue 14 This shooter is action-packed but can

DENNIS 65% Issue 24 Platform

game which looks good but just doesn't play well enough.

DEATH VALLEY RALLY 75% Issue 15 Fab-looking, fast and funny, but it's awkward and ludicrously hard

DEVIL'S COURSE 43% Issue 22 A giant crazy-golf game which is too hard and uncontrollable to be fun. **DINOSAURS** 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff **D-FORCE** 67% Issue 10 This vertical

scroller looks basic, but it might keep you amused for a while. **DRACULA** 46% Issue 22 Primitive graphics and uneventful gameplay. A

DRAGON BALL Z 24% Issue 21

DRAKKHEN 64% Issue 14 An RPG which gives you four characters to control but is too methodical.

DR FRANKEN 70% Issue 24 Huge game world and good controls, but **EVIL SWORD MA KENDO 56%** options but the viewpoint is confusing
F1 EXHAUST HEAT 59% Issue 12 Nice Mode 7 racetracks but the game-ET DOLE POSITION 84% Issue 22

dog of a game. Walk away slowly.

FINAL FIGHT 78% Issue 9 Look no further than this if you want a decent, varied and colourful beat 'em up.

FIRST SAMURAI 80% Issue 21 A good, solid platformer with lots of action. Stands out from the crowd.

BOXING 8% Issue 21 All you do here is stand in the middle of the ring and take the punishment. Appalling GODS 80% Issue 15 Great-looking with a nice mix of killing and puzzlet GOLDEN FIGHTER 34% Issue 20 A really third-rate beat 'em up with bad animation and naff characters. GOOF TROOP 63% Issue 23 Zeldaesque puzzle game which is too simplistic but fun with two players. GP1 60% Issue 22 Okay, but doesn't a platformer. Don't waste your dosh.

Although this only has 18 holes, the smart Mode 7 graphics make up for it. HOME ALONE 2 53% Issue 13 This sprawling platformer is big, empty and contains nothing new.

HOOK 60% Issue 11 If you liked the JACK NICKLAUS GOLF 59% JACK NICKLAUS GOLF 59%
Issue 11 A potentially good game,
but it's ruined by slow graphics and
ponderous gameplay.
JAKI CRUSH 61% Issue 17 With
only one table, this pinball game soon

JAMES BOND JUNIOR 42%
Issue 14 A ludicrous plot and game
play that manages to be even worse easy to finish, but still fairly playable

JURASSIC PARK 84%
Issue 23 Good-looking, straightforward action game, with some

KA-BLOOEY 69% Issue 13 A taxing

CIKIKAIKAI NINJA 76% Issue 17 KING ARTHUR'S WORLD 78% Issue 17 A slick, well-presented KING OF THE MONSTERS 41%
Issue 10 A cross between Godzilla KRUSTY'S SUPER FUN HOUSE 80% Issue 8 A bit gloomy for a 'Fun House', but this is an atmospheric puzzler nonetheless. LAGOON 79% Issue 22 Nicely struc

tured and playable RPG.

LAS VEGAS STAKES 20% Issue 21 Gambling game with no risk and no money to win. What's the point?

LAWNMOWER MAN 79% Issue 24 **LETHAL WEAPON 84% Issue 16** Unimaginative use of a movie licence. A standard platform beat 'em up. LOST VIKINGS 87% Issue 17 Hard-core cerebral action. Good-looking, innovative and slick.

MARIO ALL-STARS 99% Issue 21 MARIO AND WARIO 62% Issue 24

MARIO IS MISSING 92% Issue 21 'Edutainment' game which is both and educational. Engrossing stuff.

MARIO PAINT 48% Issue 10 A user-friendly art and music package WIGHT AND MAGIC 60% Issue 24 Role-playing in its most tedious form.

An outdated fantasy for dweebs with

MONOPOLY 41% Issue 17 Pointless ensive. Just buy the board

MORTAL KOMBAT 70% Issue 21 MR NUTZ 84% Issue 23 Stunning looking platform romp, but it lacks gameplay and variety. MUSYA 59% Issue 8 Dull Oriental

NBA ALL-STAR CHALLENGE 48% NHLPA ICE HOCKEY 91% Issue 14 hockey sim which plays wonderful NIGEL MANSELL 71% Issue 22

NOLAN RYAN'S BASEBALL 68% playable but full of niggly flaws.

OTHELLO WORLD 45% Issue 22 Face it, classic board games just don't

OUT TO LUNCH 71% Issue 23 Cute and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 2 32% Issue 10 Almost as bad as doing the real thing – and just as tedious as Paperboy 1.

PGA TOUR GOLF 69% Issue 11

A nice user-friendly golf sim, with a simple layout and easy-to-use menu tally scrolling shooter w but the action's patchy.

PLAYER MANAGER 60% Issue 22 that elusive feel-good factor. Looks, sounds and plays great.

POOL 82% Issue 23 Good ball

Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long **POPULOUS** 61% Issue 12 A good POWER ATHLETE 28% Issue 14
Another SFII rip-off, and it's a pile of

POWERWONGER 70% Issue 19 Very tough arcade puzzler. Lovel PRO BASEBALL LEAGUE '93 79% Issue 18 Good, realistic sim, with Manga-style graphics and a great two-

PUSH OVER 68% Issue 13 Tricky

Probably the worst Super NES driv ne ever. Pathetically slow graphics RAMPARTS 68% Issue 20 This mixture of two game styles – Tetris and a war game – is far too easy. RANMA 1/2 67% Issue 10 A nifty best-of-three-rounds beat 'em **RANMA 1/2 PART 2 68% Issue 16**

Stand by your desks!

And now we take you through the keyhole of the TOTAL office. Now, whose desks could these be? Let's take a look... (Answers are on the right of each picture.)



Phew, just look at all that paperwork. This must be a very important person. Or a very untidy one.



This person must have a serious caffeine habit. That doesn't explain the personal bog roll, though.



This person may have the smallest computer in the office but they've got the biggest ego.

REN AND STIMPY 24% Issue 23 Cartoon-perfect graphics but an almost complete lack of gameplay. RIVAL TURF 70% Issue 9 Good two-player stroll 'n' beat 'em up with high-speed gameplay. ROBOCOP 3 37% Issue 12 A major

disappointment. Poor graphics and ROBOCOP VS TERMINATOR 59%

ROBOCOP VS TERMINATOR 59 Issue 24 Ropey platform shoot 'em up with little to recommend it.

THE ROCKETEER 28% Issue 7 Impressive to look at but the gamplay's a real turkey. Pointless.

ROCKY RODENT 68% Issue 22 All the makings of a fine platformer, but it's too quirky and not very original. RPM RACING 46% Issue 9 More of

RUN SABER 60% Issue 21 This Strider clone has lush graphics but is dead simple to finish. Pity. but is dead simple to finish. Pity. **RUSHING BEAT RUN** 53% Issue

21 Double Dragon/Final Fight rip-off SEPTENTRION 80% Issue 21 Fab arcade adventure with lovely graphics. (Jap instructions, though.) SHADOWRUN 81% Issue 21 Big, moody and violent RPG with intriguing plot and complex puzzles. SKÜLJAGGER 61% Issue 13 Bland scenery, basic animation and bog-standard action. Lacklustre stuff.

SPANKY'S OHEST 54% Issue 12 67% Issue 13 Die-hard Marvelites may enjoy this, but even with Spidey

in it it's a very average platformer

STREET FIGHTER II TURBO 969

STRIKE GUNNER 51% Issue 12 ships but tedious gameplay.

STRIKER 94% Issue 20 STHIKEH 94% ISSUE 20 Simply the best footy game available for the Super NES at the moment. SUMO 34% ISSUE 20 The fights are too complex, as are the Japanese instructions.

Japanese instructions.
SUNSET RIDERS 78% Issue 23 A simple blater with some nice SUPER ADVENTURE ISLAND

SUPER AIR DIVER 49% Issue 22 Fast and good-looking, but the game-play is repetitive and your control is

SUPER BATTER UP 49% Issue 18 Issue 14 This is like Desert Strike, but SUPER BIRDIE RUSH 48% Issue 21 Not techy enough for a golf sim and too slow for an arcade golfer. SUPER BIRKURI MAN 24% Issue 19 A laughably dreadful SFII SUPER BUSTER BROS. 57% Issue 14 A Pang conversion with no two-player mode. Doesn't really wor SUPER DOUBLE DRAGON 61% SUPER CONFLICT 69% Issue 18 A strategy game which is simple and imited but still fairly compelling. SUPER EMPIRE STRIKES BACK 79% Issue 24 A re-run of Super Star Wars, with the same platform action, a vast area and loads of sub-games. SUPER F1 HERO 51% Issue 19 Scabby graphics, but fairly exciting **SUPER F1 GRAND PRIX 56%**

SUPER F1 GRAND PRIX PART 2 53% Issue 19 Better looking than the original but even more ridiculously tough and unplayable. SUPER FAMILY TENNIS 75% Issue 22 Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis.



Clearly, this is the desk of one of those arty-farty creative types who thinks tidiness is for squares.



Two consoles on one desk - bit flash, eh? Could this person possibly play games for a living?



This person doesn't get much attention but he's vital to the magazine. Pity he's leaving, then, eh?

SUPER FIRE PRO WRESTLING 2 54% Issue 18 Tons of wrestlers, but SUPER FORMATION SOCCER 44% Issue 22 Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original. SUPER GOAL 33% Issue 18 SUPER GOAL 33% Issue 18
Definitely the worst SNES footy game.
It really will make you sick as a parrot.
SUPER JAMES POND 55%
Issue 17 Fairly humorous platformer,
but there's some horrendous slowdown and very little challenge. SUPER KICK OFF 49% Issue 14 Too fast, too wild, and control is too cumbersome. Check out Striker. **Issue 11** A highly original racing collect 'em up with Mode 7 split-screen tracks. Great fun but not particularly varied.

SUPER NBA BASKETBALL 74% Issue 18 Despite having official NBA backing, this won't grab you if you're

SUPER OFF ROAD 53% Issue 7 Weedy cars and samey tracks. Only any good as a head-to-head.

SUPER PLAY ACTION FOOTBALL 53% Issue 11 Far too complex and uncontrollable for novices. Try John Madden instead.

SUPER PROBOTECTOR 88%

SUPER PUTTY 80% Issue 23 the controls are awkward.

SUPER R-TYPE 71% Issue 6
Stunning graphics, but let down by

shallow gameplay.

SUPER SCOPE 43% Issue 8 SUPER SCOPE 43% Issue 8
The SNES version of the Zapper. Fun
for a while but not really worth it.
SUPER SHANGHAI 49% Issue 20
Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER STRIKE EAGLE 38% Issue 19 A cross between Afterburner and a flight sim. A nice idea, but sadly

SUPER SOCCER 80% Issue 6 Great visuals, a choice of teams and flexible controls, but it's unrealistic. SUPER SUMO 36% Issue 20 Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIP 83% Issue 16

A classic Super NES top-down blaster. Be warned – it's incredibly tough!

SUPER VOLLEY 2 26% Issue 19
A two-dimensional volleyball sim wit one-dimensional gameplay. Terrible. SUPER WWF 81% Issue 6 Even if you hate wrestling, this'll wow you. It looks and sounds great.

SYVALION 20% Issue 16 This is

SYVALION 20% Issue 16 This is utter crap. Don't buy it.

TAZ-MANIA 55% Issue 20
Fast and colourful race game, but it's stupidly tough and soon gets boring.

THE MAGICAL QUEST

STARRING MICKEY MOUSE 81%
Issue 13 A graphically stunning
game, but the lifespan leaves some-THE IREM SKINS GAME 64%

INE INEM SKINS CANNE 64%
ISSUE 13 Dunno what the title means,
but it's just another golf sim, and it's dull.
TERMINATOR 55% ISSUE 17
An ordinary platform shooter with
below-par gameplay. What a waste.
TIMESLIP 55% ISSUE 24 A platform TIMESLIP 55% ISSUE 24 A platfor shooter which, although quite a laugh, hasn't got the gameplay.

TOM AND JERRY 49% ISSUE 17
What a waste of the licence. Lifeless poorly designed and unimaginative.

TOTAL CARNAGE 74% Issue 23 Ropey conversion of the excellent coin-op. Speed and graphics aren't really up to scratch. TOYS 7% Issue 22 This game is utterly devoid of gameplay

TRUE GOLF CLASSICS 72% Issue 11 If it's a realistic rather than playable golf sim you're after, give

TURTLES IN TIME 63% Issue 10
Good-looking and occasionally quite
fun, but it won't get the pulse racing.
ULTIMATE FOOTBALL 71% Issue 22 Arcade-style US footy game which looks good but is too haphazard. ULTRAMAN 26% Issue 11 Poor animation and an almost total absence of gameplay. Dire. UNCHARTED WATERS 42%

Issue 18 A strategy game with lots of trading and a few bits of dull combat. Very boring.

UN SQUADRON 92% Issue 10

VIRTUAL SOCCER 68% Issue 24

A crap movie licence with a complete absence of gameplay.

WARP SPEED 31% Issue 18 A 3D shoot 'em up which is so out of wheel of Fortune 17% Issue 20 Tedious, tacky and completely pointless.

WING COMMANDER SECRET MISSIONS 67% Issue 24 Almost exactly the same as the first Wind Commander game. This is basically an

WORDTRIS 61% Issue 15
A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY 65% **Issue 18** Fab two-player mode and lots of teams, but it's too frustrating to play

WORLD HEROES 55% Issue 24 A very unremarkable fighting game which falls miles short of Street

WWF2: ROYAL RUMBLE 83% Issue 19 A better game than the original, with lots of good, straightforward, old-fashioned violence XANDRA'S BIG ADVENTURE
41% Issue 18 Cute graphics, but this platformer is very basic and you'll get

XARDION 27% Issue 9 Everything about this platform shoot 'em up is naff. Avoid like the plague.

X-ZONE 70% Issue 16 One of the better Super Scope blasting games to be released, but there's still not much

YOSHI'S COOKIE 73% Issue 23 A Tetris-like puzzle game in which you have to make lines with biccies. Fun and challenging.
YOSHI'S SAFARI 69% Issue 23 Fab little racing game with an excel-lent Super Scope option. Bit too

lent Super Stope simple, though. ZELDA III: A LINK TO THE PAST 23% Issue 11 Fantastic adventure wheric, and very

Game Boy

A tough challenge, but it's all a bit plain. More pukey than ooky. ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% Issue 19
Unoriginal platform formula, but it's big, tough, playable and addictive. big, tough, playable and addict ADVENTURE ISLAND 56% Issue 9 Loads of levels and smooth, clear graphics. Unfortunately lame

gameplay, though. **ADVENTURE ISLAND 2** 40% **Issue 19** Dull, samey and easy plat former. You'll finish it in a few day THE ADVENTURES OF ROCKY AND BULLWINKLE 39% Issue 13 One of the naffest platform collect 'em ups ever to hit the Game Boy.

ALIEN³ 83% Issue 17 Big, eerie and rock 'ard arcade adventure. Much oetter than the movie. **ASTEROIDS** 55% Issue 5 The simple but compulsive blaster of old just isn't

the same on the Game Boy. **ASTERIX** 74% Issue 20 A tough but bland platformer, ruined by the

THE AMAZING SPIDER-MAN
68% Issue 3 Lots of web-throwing and beat 'em up sequences make this BALLOON KID 76% Issue 3

A cutesy little adventure provide excellent hazard-dodging fun.

BARBIE 45% Issue 21 Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.

BART VS THE JUGGERNAUTS 45% Issue 12 Mildly entertaining at first but then utterly frustrating.

BATMAN 80% Issue 1 A tricky little platform shoot 'em up. Small graphics but speedy action.

BATTLESHIPS 23% Issue 14 The Game Boy version of the pen-and-paper game. Boring and pointless.

BEST OF THE BEST 38% Issue 18 uncontrollable karate game which doesn't have enough moves.

Disappointing version of a great game. Not really suitable for the GB **BLUES BROTHERS** 74% Issue 10 A tough platformer with slow graphics but big and varied levels. BO JACKSON 76% Issue 22 This game on it, and they're both decent.

Maybe not sophisticated enough for e tastes, but still great fun BOXXLE 69% Issue 9 Looks easy

engrossing. You won't find more refined puzzle-solving than this.

BRAIN BENDER 77% Issue 11 A fun and fiendish puzzler with a challenge that will last for ever. BUBBLE BOBBLE 68% Issue 6 Terrifically addictive platform action.
Passcodes make it too easy, though.
BUBBLE GHOST 22% Issue 8 Blowing a bubble around a house could have been fun. Sadly, it ain't. **BUGS BUNNY** 43% Issue 1 This game has 80 levels, but sadly they're

all much the same.

BURAI FIGHTER 84% Issue 4 A beautifully structured eight-way scrolling shoot 'em up which will last. **BURGER TIME DELUXE 71%** frustrating and addictive. Could annoy rather than enthrall.
CASTLEVANIA ADVENTURE 89%

CAESAR'S PALACE 60% Issue 6 None of the five gambling games her requires enough skill.

CENTIPEDE 68% Issue 5 Basic but

tough and addictive. Fun to zap away

CHASE HQ 50% Issue 20 Dated and uneventful racer with a cops-and-

CHOPLIFTER II 80% Issue 6 Graphics are unimpressive, but it's an involved game with lots of challenge.

COOL WORLD 39% Issue 19 Bizarre puzzle platformer based on vie. Both are flops DAEDALIAN OPUS 45% Issue 5

Challenging, but not exciting enough if you're not into puzzles.

DARKWING DUCK 76% Issue 18

Nice-looking and varied, but the levels are too few and too easy.

DAYS OF THUNDER 73% Issue 4

Smooth(ish) vector graphics, but sadly it ain't that fast. For racing fans only. **DOUBLE DRAGON 2** 77% Issue 4 Slick enough to keep you amused if DOUBLE DRIBBLE: FIVE ON FIVE 33% Issue 20 Graphically confusing basketball sim with few good points. DRACULA 80% Issue 22 A big and

challenging game, but the jerky scrolling is off-putting. DRAGON'S LAIR 79% Issue 3 Some of the best Game Boy graphics you'll ever see. Hard but playable.

DR MARIO 64% Issue 1 Even with

Mario, this eventually gets pretty dull. **DROPZONE** 79% Issue 15 Loses summat on the 'Boy, but still a stiff challenge for shootin' freaks. DUCK TALES 78% Issue 2 A snazzy little collect 'em up with a tough challenge and good control. **DUCK TALES 2** 55% Issue 24 A playable platformer, but it's too easy and too similar to the original

EDD THE DUCK 80% Issue 21 Standard platform game, but a very playable and good-looking one.

F-15 STRIKE EAGLE 78% Issue 15 Frantic seat-of-the-pants com not enough depth or variety.

A guide to Game movie

HOOK

60% (Issue 11)

TERMINATOR

looks at you funny.

HOME ALONE 2

53% (Issue 13)

to answer for.

Moody platform shooter with pathetic sound and disappointing gameplay. Tramp through six virtually identical

levels, zapping anything that moves or just stands still and

Huge platformer packed with.

well, nothing, really. That brat Macaulay Culkin has got a lot

55% (Issue 17)

BILL AND TED'S EXCELLENT GAME BOY **ADVENTURE**

licences



Most excellent, bodacious and humungus action. Ahem. This has very little to do with the movie but is still a dead good platform game.

EMPIRE STRIKE BACK

88% (Issue 17)

A challenging platform blaster which, although not quite up to the standard of Star Wars. has gorgeous graphics and will keep you going a good while

HOOK

88% (Issue 6) Yet another platform game, although this one is redeemed by fast, smooth graphics, decent gameplay, and, um, loads of gorillas throwing banana skins.

ROBOCOP 2

86% (Issue 10) A platform shoot 'em up which has nothing original but shines because it looks great and has some smart sub-games

GHOSTBUSTERS 2

85% (Issue 4) Who ya gonna call? You got it. You control two characters at a time and get to romp around through slick, cartoony levels.

ALIEN3

83% (Issue 17) Loads of atmosphere, realistic graphics and a vast playing area, but marred slightly by repetitive gameplay and some blurred graphics.

GREMLINS 2

82% (Issue 2) Heaps of challenge and some great graphics. It would have en perfect if Phoebe Kates had made a quest appearance.

TERMINATOR 2 80% (Issue 3)



Good-looking platform game with some smart sub-games. You'll need both brain and brawn if you plan on finishing

D UP 1032 DS2000

T2: THE ARCADE GAME

71% (Issue 13) A frantic slaughterfest with bullets and bodies flying every where. The gameplay soon gets repetitive, but it's good fun for a while

JURASSIC PARK 70% (Issue 23)



This big explore 'em up has great graphics but is let down by the gameplay. There are too many nasty dinosaurs wandering about and some of the sub-games are fantastically irritating, especially the very cack triceratops stampede.

HUNT FOR RED OCTOBER

The movie was more like a sneak 'em up, but it's been turned into a dull shoot 'em up here. It's slightly redeemed by a two-player game, but it lacks variety and there's not enough to get your teeth into.

A guide to NES **movie** licences

ROBOCOP 3

88% (Issue 13) Brilliant platform shooter which is tough but intelligent, with detailed, good-looking sprites but fiddly controls. One of the best things about it is Robocop's funky strut.

EMPIRE STRIKES BACK

85% (Issue 12) Enormous and challenging platform game which looks fantastic and includes great X-Wing and snowspeeder sub-games.

HOOK 84% (Issue 6)

humble NES.

Neat platform game with some nice touches. The graphics are sharp, detailed and colourful and really do credit to the

FERRARI GRAND PRIX CHALLENGE 63% Issue 11 All the usual racing stuff but nothing new.
THE FIDGETTS 77% Issue 24

FIREFIGHTER 79% Issue 21 Tough, frantic and original plat-former. Dodgy graphics, but the action makes up for that. THE FLASH 74% Issue 17 Not much action, but this platformer is

enjoyable and challenging.

THE FLINTSTONES 53% Issue 18 This cartoony platformer is very neat but it's got one serious flaw – it's far

FOOTBALL INTERNATIONAL 70% Issue 8 A second-division game. With only one player it gets dull very quickly. FORTIFIED ZONE 68% Issue 4 FORTRESS OF FEAR 84% Issue 2 GARFIELD 45% Issue 22 Garfield is

pretty cool dude but this platform gargoyle's Quest 76% Issue 3
Variety, challenge and good looks.
This needs brainpower and reflexes.
GAUNTLET 2 41% Issue 3 faithful conversion, but it's a bit of in on the small screen ORGE FOREMAN'S KO BOXING

Don't buy it!

GOAL 80% Issue 24 Titchy players and awkward controls make this footy sim very little fun to play.

CDEMI INS 2 82% Issue 2 Great crap wrestling game. You can't Il the players apart HARMONY 69% Issue 11 A tough game, with original puzzling game play. Maybe a bit too hard, though HIT THE ICE 50% Issue 13 At fir this ice hockey sim seems okay, but after a while it gets deathly dull. HOME ALONE 38% Issue 4 Wander around an empty house and bash a burglar every half hour. Dull. HOME ALONE 2 57% Issue 16 Slightly better than the Super NES game, but much too easy

Looks nice, but the boring gameplay won't last for more than an hour. **HUMANS** 60% Issue 23 Boring and

HUNT FOR RED OCTOBER 40% **HYPER LODE RUNNER 84%** Issue 2 Classically simple platformer. Sad graphics but huge playability. ISHIDO 68% Issue 5 Fun to begin with, but not enough variety to last JOE 'N' MAC 75% Issue 14 you're after some raw challenge nonster will keep you going IORDAN VS RIRD 71% Issue 11 Three-in-one basketball sim which is sometimes annoying but usually fun.

JURASSIC PARK 70% Issue 23 oilt by some dreadful touches KID DRACULA 80% Issue 18 Cute platformer aimed at a younger market but still worthwhile for oldies. KID ICARUS 68% Issue 11 An engaging little platformer, but it's all a bit samey. You'll soon get bored.

KILLER TOMATOES 79% Issue 9 KIRRY'S DREAMLAND 39% Issue 12 An original idea, and it looks pretty, but it's far too easy. Shame. KRUSTY'S FUN HOUSE 84% Issue 13 A well-done puzzler with simple design but tons of gamepla KWIRK 78% Issue 1 Fiendishly hard

out incredibly playable puzzler LETHAL WEAPON 41% Issue 18 A beat 'em up with poor control and boring action. More like Water Pistol.

THE LITTLE MERMAID 45% Issue 17 This swimmy game is too easy and too cute for all but the

LOONY TUNES 80% Issue 13

McDONALDLAND 66% Issue 14 Fun for a while, but frustrating in the MARBLE MADNESS 31% Issue 4 Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI 80% Issue 15 Fantastically simple, but guaranteed to draw you in and not let you go.

MAX 57% Issue 14 An average platformer with some nice ideas but

disappointing graphics.

MEGA MAN 3 83% Issue 16 A challenging blast which is nothing new but still addictive and fun. MERCENARY FORCE 54% Issue 9
Tough, different but ultimately
tedious scrolly lefty-righty game.
METROID 2 66% Issue 8 Too big, MICKEY MOUSE/BUGS BUNNY 2 80% Issue 14 Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive. former which is sneakily addictive.

MICKEY'S DANGEROUS CHASE excuse for a platformer MINER 2049ER 25% Issue 18

mean this falls short of the target.

MORTAL KOMBAT 59% Issue 21 but let down by animation

MOUSETRAP HOTEL 47% Issue 13 Sad platformer (starring Mickey Mouse) with an uncontrollable character and

repetitive gameplay.

MR DO 80% Issue 10 Nigh-perfect conversion of the highly addictive and

MVSTERIUM 79% Issue 11

A tedious puzzle game which is more annoying than challenging. NAVY SEALS 79% Issue 2 Runand-shoot 'em up with good

IBA BASKETBALL 35% Issue 20 Nobby basketball sim that's uto thrill even hardened fans.

NIGEL MANSELL 73% Issue 23 e good graphics and gameplay,

NINTENDO WORLD CUP 64%

Issue 1 More oddball than football.

This game looks interesting but, sadly, lacks excitement.

play and fiddly control. Things ain't what they used to be

PANG 78% Issue 24 Conversion of the bubble-bursting coin-op, with 40 levels and a two-player option.

PAPERBOY 77% Issue 3 This game

dull as the Sunday Times.

PAPERBOY 2 50% Issue 10 Virtually identical to the first game and just as lame.

PARASOL STARS 92% issue 11

PARODIUS 83% Issue 10 A star

dard shooter at heart, but it looks fab BALL DREAMS 32%

issue 23 Oh dear. Lousy graphics, lame gamplay and only three tables PIT FIGHTER 27% Issue 10 This has

Honest little platformer with no frills but fast graphics and good gameplay
POPULOUS 70% Issue 19 A good

but too awkward and too complex for the 'Boy.

POP-UP 61% Issue 14 Basic, five ninutes-at-a-time puzzle game, but

POWERPAWS 34% Issue 20 Unoriginal and easy puzzle game with lots of tedious block-shifting antics. PRINCE OF PERSIA 83% Issue 8 **PRINCE VALIANT 71% Issue 14** An absorbing and playable bash 'emup. Best by far as a head-to-head.

PROPHECY 51% Issue 11 Big and aried platform game, but it's too bugh and the action's patchy. HE PUNISHER 49% Issue 14

repetitive and too annoying.

Q*BERT 80% Issue 7 Just another platform puzzler, but the gameplay is QIX 81% Issue 3 Guide a ship around, filling the screen as you go

Weird but worth a look.

RAGING FIGHTER 52% Issue 20 Beat 'em up with nice big sprites but dull action and not enough moves.

RADAR MISSION 53% Issue 3

ame. Battleships. Hm RAMPARTS 59% Issue 22 THE REN AND STIMPY SHOW

THE RESCUE OF PRINCESS BLOBETTE 55% Issue 2 Just as dull and aimless as the NES version.
REVERGE OF THE 'GATOR 85% ROAD RASH 29% Issue 22 Basic

race game with badly designed graphics and clumsy controls.

ROBOCOD 60% Issue 19 Better than both the Super NES and Game Boy but still lacks content. ROBOCOP 74% Issue 1 Entertaining and challenging enough, but too slow to be brilliant.

RORIN HOOD 74% Issue 15 Great graphics and lots of slashy bits, but if you don't like RPGs, forget it. RODLAND 90% Issue 19 Simple design but fun and engrossing plat-

R-TYPE II 68% Issue 14 Technically

even better then its predecessor, bu falls down on account of its lifespan SIDE POCKET 59% Issue 1 This pool game's okay with two KATE OR DIE (BAD 'N' RAD) 76% Issue 2 Sufficiently different the NES original to be rather goo SNEAKY SNAKES 58% Issue The GR version of NES Snake, Rattle SNOOPY'S MAGIC SHOW 71%
Issue 6 With simple graphics, this is great on the move. Too easy, thoug
SOCCER MANIA 13% Issue 11 A very sad soccer sim, with appalling control and indistinguishable players SOLAR STRIKER 72% Issue 1 A playable top-to-bottom shooter, but let down by crude visuals.

SPEEDBALL 2 51% Issue 16
A poor version of the classic game. It's SPEEDY GONZALES 72% Issue 22 A decent game with lots of nice touches, but it's not very challenging SPIDER-MAN II 69% Issue 9 A playable little platformer, but n really of superhero proportions.

SPIDER-MAN III 70% Issue 19 Dull platform blaster which looks nal and plays badly

SPLITZ 83% Issue 20 Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.

SPOT: THE COOL ADVENTURE 66% Issue 18 Have you ever played McDonaldland? Well, this is exactly

the same, i.e. very average.

STARHAWK 65% Issue 19 Same
blasting formula as Nemesis, but with nowhere near the same excitement.

STAR SAVER 34% Issue 7

A tedious game with weedy visuals and formulaic gameplay.

STAR TREK 57% Issue 10 This has loads of levels and nice graphics, but

STAR WARS 80% Issue 12 Big and ough, just like the NES shooter SUPER KICK OFF 77% Issue 6

Quite simply the best footy game available for the Game Boy. SWAMP THING 21% Issue 14 Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 2 70% Issue 12 This has all the usual Mario stuff, but it's not really up to scratch.

SUPER OFF ROAD 16% Issue 13 Even weaker than the SNES game. Slow, uncontrollable and frustrating

TALE SPIN 63% Issue 18 A shoot of old tat. It's virtually identical to Edd The Duck, but not as good.

TECMO BOWL 62% Issue 22 Good-

T2: THE ARCADE GAME 71% Issue 13 If you can ignore the samey ness you'll love the action-packed

A neat game with spiffy graphics and all the best bits from the film. TESSERAE 80% Issue 24 Fiendish puzzler with echoes of Othello. Three levels and nine different boards. TIP OFF 78% Issue 13 Unoriginal basketball sim that does the job.

TITUS THE FOX 71% Issue 16

An average platformer, but the two

TOM AND JERRY 65% Issue 24 ragic waste of a licence. Tom and 60% Issue 15 Easy to learn, with issions but poor air combat **TOTAL CARNAGE 61% Issue 24** Even more disappointing than the Super NES conversion.

TRACK AND FIELD 64% Issue 20 sim, but only for button-bashing fans TRACK MEET 64% Issue 9 Well-designed athletics sim which has nothing new to offer but is still fun.

TRAX 32% Issue 10 A blaster with

TUMBLEPOP 30% Issue 20 Dull platformer with a dodgy storyline. Get TIPM AND RURN 80% Issue 15

A feature-packed, realistic flight si with clean and detailed graphics. TURRICAN 79% Issue 5 Massive and very challenging shoot 'em up. Almost as slick as on the NES.

TURTLES 2: BACK FROM THE SEWERS 84% Issue 6 A fine sequel to the first game, with more variety and

a tougher mission. **ULTIMA** 84% Issue 12 It's a bit too easy to die, but this is a huge RPG which you'll want to finish. WAVE RACE 70% Issue 16

WAVE RACE 70% Issue 16
Not the best racer ever, but the addition of water makes it interesting.
WORDTRIS 44% Issue 16 A poor imitation of Tetris, but with words.
WORLD CIRCUIT SERIES 75% Issue 9 A good, playable racing sim.
The F1 tracks are fiendishly hard. WWF SUPERSTARS 49% Issue 4

moves, but it's far too easy.

WWF SUPERSTARS II 44% Issue 11 This has nothing new and is ridiculously uncontrollable.

XENON 2 69% Issue 13 A polished

YOSHI'S COOKIE 73% Issue 23 Quite fun to play for an hour or so, but it's just another puzzle game.

ZEN: INTERGALACTIC NINJA 63%

Issue 19 A horizontally scrolling beat em up with nice graphics and okay

sounds but iffy gameplay. **2001.** 60% Issue 24 Lame Amigaesque platformer which is simply not good enough for Nintendo.

NES

4-PLAYER TENNIS 52% Issue 10 BOY AND HIS BLOB 55% **ACTION IN NEW YORK 69%** Issue 12 A tasty blaster, similar to Probotector but with only five levels DDAMS FAMILY 55% Issue 7 ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74% Issue 18 Much more playable than the first simplistic and doesn't have enough

ALERED CHICKEN 80% Issue 23 A good, solid platform game, with plenty to do and see, nice graphics and just enough challenge. ATF STEALTH 21% Issue 17

A flight sim with very little variety and nothing noteworthy to offer. BAD DUDES 39% Issue 13

Yes, a bad beat 'em up – bad sounds, bad animation and bad gameplay. BARBIE 19% Issue 20 Even Barbie Absolutely appalling stuff.

BART VS THE WORLD 67%

Issue 8 A tough platformer with five

BARTMAN VS. RADIOACTIVE nd a huge challenge, but frustrating

BATMAN RETURNS 48% Issue 15 A run-of-the-mill platformer that lacks BATMAN: RETURN OF THE

luggish and unresponsive.

BATTLETOADS VS DOUBLE DRAGON 90% Issue 24 Excellent scrolling beat 'em up with loads of variety and great graphics.

BAYOU BILLY 22% Issue 4 An awful mixture of ripped-off game styles. The worst Zapper game ever

What's new, pussycat?

The TOTAL team are a sad bunch who like nothing better than to make wildly optimistic plans for their future. Check out their New Year's resolutions.

Dane's plan for 1993 is to learn Chun Li's combos on SFII Turbo. Watch out, Bison, she's coming for ya!

Frank's resolution this year is, predictably, the same as last year's: he wants to lose weight. Dream on, lardo!

Chris hopes to settle down and get a proper job. Next he'll be wanting a house and a dog and sensible shoes!

James's New Year's resolution for 1994 is to make it to 1995. Don't hold out too much hope there, ginger boy!



Playable enough game which has you wandering around the island smashing eggs (but never actually getting to make any omelettes)

DIE HARD

78% (Issue 7) Dodgy-looking game with fantastic gameplay. Manages to accurately recreate the atmosphere of the movie - ves you too can be a sweaty, balding American in a vest.

GREMLINS II

73% (Issue 5) Here you get to play Gizmo, the good Gremlin, and scamper around a huge building. Scrummy cartoony graphics and gameplay but the lifespan is too short.

TOP GUN: THE SECOND MISSION

66% (Issue 1) Amazingly fast 3D sequences, but the difficulty setting is way too difficult. Gnarly two player option, though, so you can play Tom Cruise and a pal can be Kelly McGillis... Wahay!

HOME ALONE

61% (Issue 16) Dodgy graphics and frustrating gameplay make this look a right dud, but there's a lot to do and see.

LETHAL WEAPON

50% (Issue 18)



A big game with non-stop action and a good difficulty curve, but spoilt by some feeble animation and a lack of innovation (and by Mel Gibson's appalling haircut)

HUNT FOR RED OCTOBER

Bog-standard shooter which is slow, ropey, ugly, and jerks sideways to an unforgivable degree. Even Frank O'Connor, who dreams of being the next Sean Connery, couldn't work up any enthusiasm for this feeble effort.

NEXT MONTH Yet another list we've cobbled together.

Go ahead, punks, make my day! James goes ballistic after talking to the 10th reader that day asking how to turn the gore on in Mortal Kombat (you can't). Don't try this at home, kids!

BIONIC COMMANDO 63% the playability of the arcade origina BLADES OF STEEL 81% Issue 3 which will keep you going for mon BLUE SHADOW 74% Issue 4 A slick platform hack 'em up. C backdrops and varied enemies.

THE BUGS BUNNY BIRTHDAY **BLOWOUT** 31% Issue 4 Jeri scrolling, crap graphics and dull levels. **BURAI FIGHTER 77% Issue 16** CAPTAIN PLANET 70% Issue

CASTELIAN 71% Issue 8 Frustrating

CASTLEVANIA 71% Issue 7

CASTLEVANIA II 61% Issue 7 The best of the Castlevania series. A meaty beat 'em up with lots of action CAVEMAN NINJA 67% Issue 4 oks good but plays bad. Repetitive

CHIP 'N' DALE RESCUE RANGERS 81% Issue 4 Great graphics and fur gameplay. A bit too easy, though.

residence of the detail is unimpressive and the big levels are a drag.

CRACKOUT 22% Issue 8

Classic Breakout style, but bad design and stupid additions make it tedious.

DARKWING DUCK 62%

Issue 23 A highly polished game with some rewarding gameplay but only four levels and some duff touches. DAYS OF THUNDER 61% Issue 13

DEFENDERS OF DYNATRON CITY 37% Issue 12 Basic, boring and

DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% Issue 1
Colourful graphics and slick
animation, but it's deathly dull. **DISNEY'S ADVENTURES 44% Issue 10** A collection of five badly done sub-games. Basic and glitchy.

DRACULA 60% Issue 22 too easy and too unoriginal.

DRAGON'S LAIR 83% Issue 3 DONKEY KONG 40% Issue 5 Two ancient platform games which are showing their age a bit now.

DOUBLE DRAGON II 43% Issue 14

the duff Double Dragon team. **DOUBLE DRAGON III** 36% **Issue 11** It's tough, but you'll get bored before you finish it. Repetitive **DOUBLE DRIBBLE 67% Issue 17**

Simple backetball sim that is enjoyab enough but lacks variety. Strictly for fans of the sport. DROPZOME 90% Issue 14 An oldle but it's a frantic megablast and ideal

DUCK HUNT 43% Issue 4 A mildly

DUCK TALES 69% Issue 2 Unoriginal but playable, with good animation and groovy characters. **DUCK TALES 2** 55% Issue 2 A fun playable platfromer, which you will complete in an evening. Pity.

ELIMINATOR BOAT DUEL 56%

F-15 STRIKE EAGLE 56% ISSUE

CHALLENGE 61% Issue 9 Some nice leas but the awkward controls make

FESTER'S QUEST 14% Issue 22 A up, but let down by its graphics.
THE FLINTSTONES 46% Issue 10

Futuristic race and blast 'em up which is absorbing but too hard to control.

GEORGE FOREMAN'S KO BOXING 51% Issue 15 Looks old and doesn't have enough oomph to compete. Very basic stuff. GHOSTBUSTERS II 52% Issue 5 Some decent graphics and various opponents, but it's far too easy

Issue 7 This waterlogged shoot 'em up gives you lots of weapons but it's IKARI WARRIORS 59% Issue 20 IRON SWORD 79% Issue 13 Aka ISOLATED WARRIOR 72% Issue
Fast, furious 3D-ish shooter. Good fu but the levels drag on a bit.

IVAN 'IRON MAN' STEWART'S **SUPER OFF ROAD** 54% Issue 1 Far too easy, but this dirt-track racer is

GHOSTS 'N' GOBLINS 58%

Issue 20 More of an endurance test than a game of skill. Leave well alone. GOAL! 39% Issue 1 Lousy graphics, confusing gameplay and slow action

confusing gameplay and slow action GODZILLA 10% Issue 8 How shall we describe this? Ah yes. Crap, crap, crap, crap, crap. And crap.

GOLF 70% Issue 21

Crude and conventional sim which is easy to play and good for a laugh.

GREMLINS II 73% Issue 5

Challenging platform shoot 'em up.

Graphics are great, gameplay less so.

GUMSHOE 75% Issue 4 More like a

Mario game than a Zapper one. Fun

HAMMERIN' HARRY 58%
ISSUE 14 Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED 47% Issue 8

HOGAN'S ALLEY 64% Issue 4

get into it you'll find it's quite fun
HOOK 84% Issue 6 A neat movie
limited the second of the secon

JACKIE CHAN ACTION KUNG FU looking, but the action is too simplisti JAMES BOND JR 79% Issue 17 Nice graphics and a huge game area, but it's not challenging enough.

JURASSIC PARK 79% Issue 23 A

71% Issue 13 Nifty graphics, but the levels are badly designed and it's all

KICKLE CUBICLE 62% Issue 4 This novel puzzler has great graphics and sound but it's a bit easy.

KIRBY'S ADVENTURE 53% sue 23 Lovely-looking platformer ith loads of sub-games which, tragi-

KONAWI HYPER SOCCER 83% Issue 6 Fast and fun, with a good two-player game, but it's a bit easy KUNG FU 36% Issue 13 Tedious beat 'em up with naff controls and lots of walking along.

and animation and clumsy gameplay

LIFEFORCE SALAMANDER 84% LITTLE NEWO 77% Issue 8 This fun

cartoony arcade adventure may be cute, but it's as hard as nails!

MANIAC MANSION 83% Issue 3

MARBLE WADNESS 56% Issue 2 MARIO AND YOSHI 66% Issue 15 A decent enough puzzler, but it lacks that all-important addictive edge. MAXIVISION 15 27% Issue 10 What a load of rubbish! There are 15 games here and they're all crap.

McDONALDLAND 77% Issue 13 extremely tough platform shooter with no password system. Beware!
MEGA MAN 2 83% Issue 6 Not as tough as the first Mega Man, and better all round. Bright, funny and

really rather good.

MEGA MAN 3 87% Issue 10 Better still. Tough gameplay, smooth graphics and lots of baddles.

IA MAN 4 88% Issue 22 Yes METROID 66% Issue 20 A big plat-form arcade romp that would last you a good while if it wasn't so dull.

MIG 29 70% Issue 21 MISSION IMPOSSIBLE 79% MONSTER IN MY POCKET 69% Issue 15 It's got the looks, it's got the gameplay, but where's the challenge? NORTH AND SOUTH 74% Issue 12 A crap lightgun game which is irritating as well as boring. PAPERBOY 2 50% Issue 14 Unoriginal, uncontrollable and programmed. Oh, and boring.

POWER BLADE 49% Issue 2 PRINCE OF PERSIA 35% Issue 15 Mildly engaging for a while, but ulti mately too primitive and awkward. PUNCH OUT 74% Issue 11 One of

RAD GRAVITY 74% Issue 14 Lo a bit drab, but it's an intriguing plat-former with loads of variety. RAD RACER 66% Issue 9 Not bad.

RESCUE: THE EMBASSY MISSION 48% Issue 5 Sniping, abseiling and lots of tip-toeing, but boy, is it dull. RC PRO-AM 62% Issue 15 A weird game which plays really well

RC PRO-AM II 76% Issue 17 ROAD FIGHTER 44% Issue 6 Addictive and fun, but looks awful

and is far too primitive.

ROBIN HOOD 63% Issue 14 An puzzles and major flicker.

ROBOCOD 56% Issue 20 One of the better versions, but still far too shallow and straightforward. ROBOCOP 66% Issue 2 A fur stomp-and-blast 'em up, but it's too easy and lacks longevity.

ROBOCOP 2 79% Issue 10 A brilliant platform shooter, but with infinite continues it's far too easy.

ROBOWARRIOR 21% Issue 23 A complete waste of time. This game is so dated it should be extinct.

ROLLER GAMES 72% Issue 2 A RUSH 'N' ATTACK 65 Issue 22 A decent platform beat 'em up, but it's looking a bit crusty now.

RYGAR 79% Issue 20 Huge, playable and action-packed arcade platformer, but it's possibly too easy
SECTION 2 42% Issue 22 Conventional space shoot 'em up with repetitive gameplay.

SHADOWGATE 74% Issue 2 Taxing

puzzles and plenty of places to visit It's just a shame you keep dying.

SHADOW WARRIORS 47% Issue 3 THE SIMPSONS: BART VS TH SPACE MUTANTS 75% Issue 18 Lots of humour, but it's tough and there

SKATE OR DIE 52% Issue 1 This has five sub-games, but none is very good and some really stink. **SKI OR DIE** 53% Issue 2 Just like Skate Or Die – with more white in it. SUPER SPORTS CHALLENGE 63%

Issue 2 Bland scenery, but the animation and action make up for it. **SWORD MASTER 22% Issue 7** Probable the most boring NES game ever. Indescribably dreary. TALE SPIN 59% Issue 14 Cute and

SMASH TV 82% Issue 3 Lots of

plaster, but it's a bit too repetitive in

SNAKE'S REVENCE 44% Issue 6 Quite fun to begin with but gets mighty dull after a while.

SOLAR JETHAM: HUST FOR THE GOLDEN WARPSHIP 921 SUP 1 This

SPIDER-MAN: RETURN OF THE

SINISTER SIX 67% Issue 15 Not very fast, frantic or, er, frilling. There are loads of better platformer SPY VS SPY 69% Issue 23 Classic

STREET GANGS 61% Issue 12

SUPER MARIO RROS 2 79%

69% Issue 19 Four games in one, but

Issue 5 More varied than the first Mario game but not as good as SMB3.

colourful graphics, but it's too fiddly.
TERMINATOR 2 74% Issue 3 spiffy little game-of-the-film. Good afform beat 'em up action. platform beat 'em up action.

TIME LORD 43% Issue 1 Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

TO THE EARTH 82% Issue 4 A proper 3D shoot 'em up, but with a Zapper. The best lightgun game you'll

TOM AND JERRY 67% Issue 11 An ordinary and not very inspired platformer. (And where's Tom?)

TOP GUN 69% Issue 14 Not a techy flight sim but a simplistic shoot 'em

TOP GUN: THE SECOND MISSION
66% Issue 1 Amazingly fast visuals,
but too hard to be much fun.
TOTALLY RAD 54% Issue 8 A skateboarding game which is orig-inal and nice-looking, but the

TRACK AND FIELD II 54% Issue 9 Another complex button-bashing sports sim. For fans of the genre only TROG 67% Issue 3 Looks great and plays well, but it's not hard enough TROJAN 52% Issue 21

Bog-standard scrolling beat 'em up with lots of baddies but few thrills.

TURBO RACING 81% Issue 9 Nice-looking and smooth-playing. A but it will last a while TURTLES 68% Issue 13 Looks a bit

repetitive and slow-paced. **TURRICAN** 77% Issue 14 Platforms. This will test even the toughest flyers

WIZARDS AND WARRIORS III
76% Issue 7 Dull to start with, but WWF WRESTLEMANIA 30% raphics and impressive moves, but it

WWF STEEL CAGE CHALLENGE 42% Issue 13 Good graphics, but it's unplayable – the hero dies too much! XEVIOUS 58% Issue 22 Simple, slow

Issue 2 A vast but do-able guest, and the task holds your interest until you

ZELDA II: THE ADVENTURES OF LINK 82% Issue 2 The graphics could be better, but there's plenty of action to keep you going.



The Nazis must Die!

Wolfenstein 3D goosesteps onto SNES next month

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